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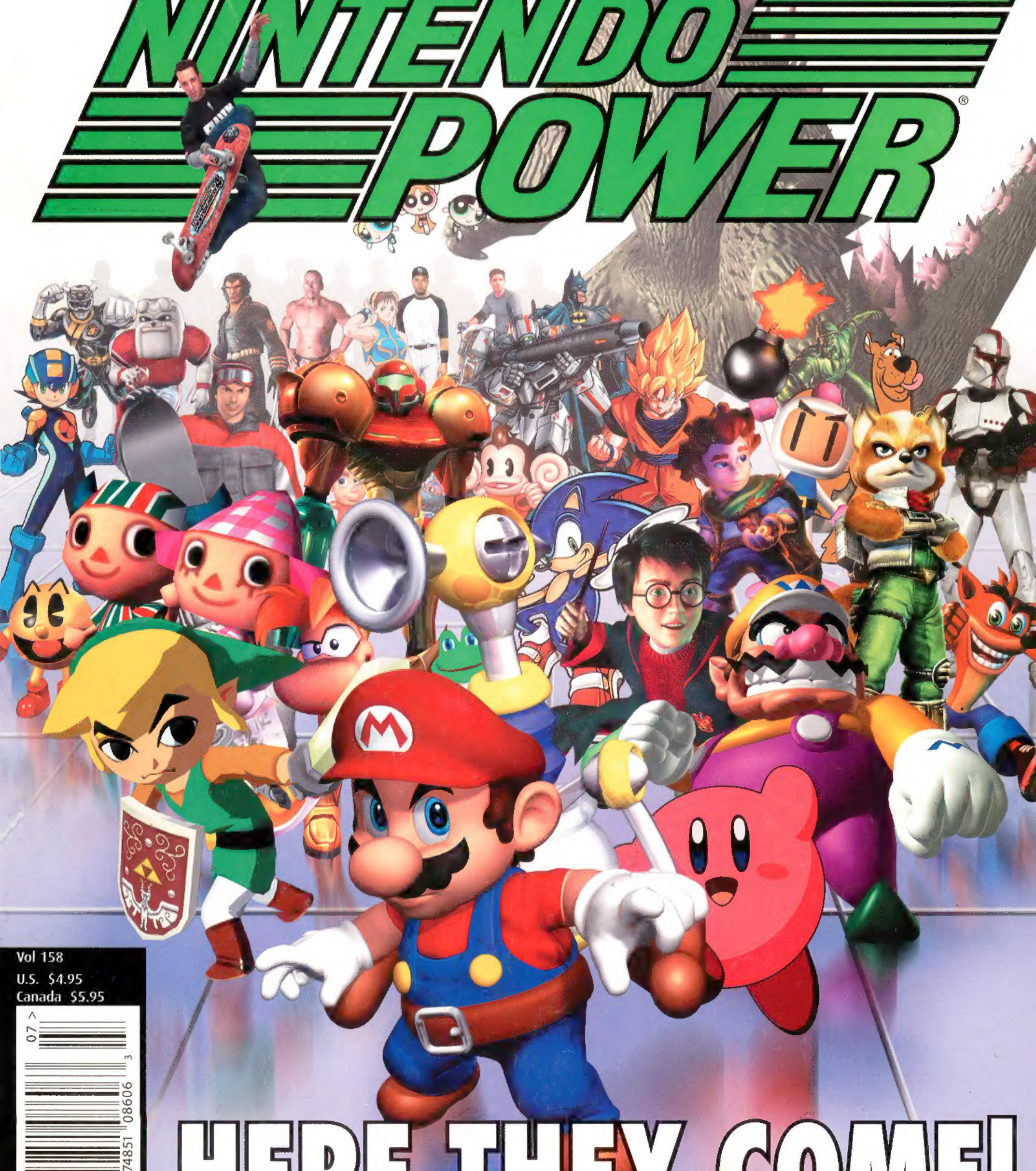

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Once upon a time,
there was a happy little place,
with happy little creatures.

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Mild Language

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PlayStation®2

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Until, one day a bunch of freekstylers found it and it wasn't so happy anymore.
The End.
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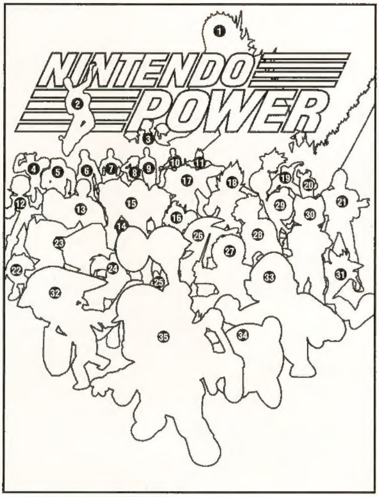

Nintendo's Game Giants:
1) Godzilla 2) Tony Hawk 3) The Powerpuff Girls 4) Power Rangers Wild Force 5) NCAA Football 2003 6) Wolverine 7) The Rock 8) Chun-Li 9) Derek Jeter 10) Dave Mirra 11) Batman 12) Mega Man 13) 1080°: White Storm 14) Jimmy Neutron 15) Samus 16) Super Monkey Ball 2 17) Robotech 18) Goku 19) Sarge 20) Scooby-Doo 21) *Star Wars*: The Clone Wars 22) Pac-Man 23) Animal Crossing 24) Rayman 25) Frogger 26) Sonic 27) Harry Potter 28) The Hobbit 29) Bomberman 30) Fox McCloud 31) Crash Bandicoot 32) Link 33) Wario 34) Kirby 35) Mario

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44 "Oh great, so they couldn't notice my taillight was out BEFORE I acquired the contraband?"

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∞
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We can't remember a recent topic that's generated more reader responses than Volume 156's Super Smash Bros. character question. Many great character ideas were thrown into the ring, far too many to print. We're impressed!

SUPER SMASH OTHERS

I think a cool SSB character would be King Boo. One of his attacks would be sending Boos to attack. Another attack would be to turn into fire or ice to burn or freeze. One last attack would be to go into the Bowser costume and use its attacks. Nice idea, huh?

Sterling Huber
Epsom, NH

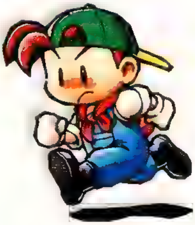
Who I would like to see in Super Smash Bros. Melee is probably, hmm . . . I would choose Mia, from Golden Sun. She has cool attacks and she's just fun to use.

Krystal
Via the Internet

I'd like to say that I think the guy from Harvest Moon would be awesome. Just imagine! He's got a whirling, razor-sharp sickle, and insanely huge hammer and more vegetables to throw than Princess Peach. He could sprinkle seeds to make a flower grow on an enemy's head, or he could ring his bell and a cow would come trample foes. The only problem is, he doesn't have a name. How would his victory be announced?

Jennifer Caissie
Brimfield, MA

He's called Jack in the game's manual. That could work. Just "The guy from Harvest Moon!" sounds good, too. Either way.



The dastardly duo of Wario and Waluigi should be in the next game. Either them or the entire Golden Sun cast. But I don't care—they're all so cute but deadly!

Vanessa R.
Edmonton, Alberta

I think Luigi should bring out his Poltergust 3000. You could suck up the guys and then the vacuum bag could fall out and you could attack them while they are in the bag. You could even make him have to charge the vacuum up. You could even make the Poltergust 3000 an item that all the players could pick up.

Robtwo007
Via the Internet

A character that I think should be in a future Smash Bros. game is Joanna Dark. She could use various martial arts moves for her regular attacks, and CI weapons for special moves. I could just picture her firing a few rounds from her Falcon 2, or throwing an N-Bomb in the middle of a melee. The Laptop Sentry Gun would put an interesting twist on the game play.

Sam White
Via the Internet

LETTER OF THE MONTH

How do the Super Smash Bros. get along? Marth and Roy can't speak English. Peach seems to toy with the emotions of Luigi by dressing up as Daisy. Nobody can understand the Pokémon, unless you're talking to Mewtwo, who has the whole telepathy thing going. Ganondorf and Bowser can't be comfortable to be around. DK must smell, being an ape and all. Not to mention that the Ice Climbers have to adjust to the whole three-dimensional thing. It just doesn't seem to work.

Matt E. Lee
Via the Internet

Well, right, they're not getting along. It's a fighting game, and they're fighting and stuff. We're not so sure about DK's smell. He looks clean and fresh to us—and he wears a tie. That's class.

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ADDRESS 411

PRIZE WINNER!

NP 411

Ever since January, we've been getting lots of letters and e-mails from confused readers, asking us why we've removed from the magazine the addresses for various departments. Well, we haven't—we just put them all in one convenient place. It's called NP 411, and it's always located near the end of the magazine, after Now Playing but before Next Issue. This month, it's on page 156. Each column, like Arena or Classified Information, has its own e-mail address. If you want to send a regular ol' letter, just mention which department (or column) you want it to reach and use the general address, which is located with the e-mail addresses in the Contact Us box.

In the next Super Smash Bros. game, the characters should include all of the original characters from Super Smash Bros. Melee, with the "clones" such as Falco given their own sets of moves. The new characters should be Mega Man, Black Mage, Crono and Magus, Sonic and Shadow, Captain Olimar and Meta-Knight. Geno would be a good choice, too, but the NP Krew should be in the game—they could throw that awful paperwork they have to do at their opponents and yell, "Now you're playing with power!" Just a thought.

Andrew Hsieh
Via the Internet

I say Ridley from Super Metroid. He flies, breathes fire, picks up players in his talons and tailwhips like nothing else. We've seen the trophy and the model, why not go all the way?

Will Newell
Via the Internet

The next playable character in SSB should be someone shrouded in mystery. Someone respected and powerful. Someone quick and stealthy. Someone with . . . feathers. We all know who that someone is, don't we? Yes, Kaepora Gaebora, the influential owl from The Legend of Zelda: The Ocarina of Time! He could bore fighters to death with his ceaseless rambling—geez, that guy's annoying.

lighthawk__kristen
Via the Internet

I know one character that everyone would love to smack down—Skull Kid! That masked brat really needs his clock cleaned, and what better way to do it than Smash Bros. style? And here's a fishy twist—put Ruto in the next game. She could smack characters around with her fins, pitch fish at 'em and blast them with her water power! Then she could strike a cute pose and say something incredibly sarcastic when she wins.

Rita Dugas
Houston, TX

Instead of adding new characters, I think you should release a character maker/editor. You could save your homemade characters on your Memory Card and later play them on the game.

Chris
Via the Internet

I think that the next Super Smash Bros. game should include many more characters. One could be a Link that has a mask change move so he can transform into the Goron, Zora and Deku. Another could be the guy from Harvest Moon 64 with his mega hammer and axe that can be charged up. Sonic and Tails would be available. Spider-Man would be an awesome player.

David Strope
Selah, WA

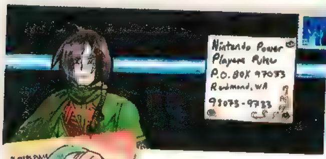
I think that Koume and Kotake from the more recent Legend of Zelda games should be in the next Smash Bros. Their fighting style would resemble the Ice Climbers, in that the two of them fight like a team but in a way also like Zelda in that they could transform into Twinrova.

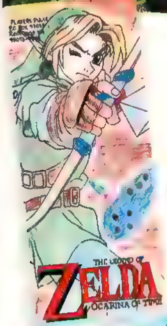
Dave the Gold Jedi
Via the Internet

How about Little Mac from Punch-Out? He'd be the perfect Smash Bro—he knows how to fight if he took down Tyson and King Hippo, and his game will always be an NES classic. Tell the truth, was he just too tough for the SSBM cast to handle?

PKMN RCKT
Via the Internet

I think that in the next Super Smash, you should include the purple tentacle from the NES game Maniac Mansion. It would look really cool in 3D and you could make up some great moves for it. Plus, it has





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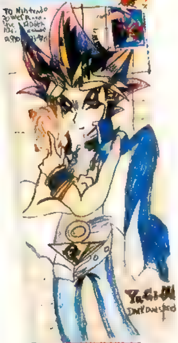

TOAD IS THE BEST!

no legs, so it would glide around!

Sherrie Nisly
Via the Internet

HITTING THE BOOKS

Thanks for all the encouragement on doing my homework. Just last week I was reading Nintendo Power and it said basically to work on my homework so I can get a good job. Not that I didn't know that before, but for some reason it actually made me want to get up and work harder at school!

Braiden
Marshfield, WI

SUPER MARIO!

This may surprise a lot of you, and you'll think I'm a 30-year-old who's tried only one game, but you're wrong. I'm 10, and I've played a million games before. Well, here I go. My favorite video game in the whole world is . . . Super Mario Bros. for the NES. I like it so much that a few friends and I are going to do a play about it at a talent show at school.

Jacob H, or Mario
Wasilla, AK

POP STAR?

Lately I've noticed that everyone takes Kirby for granted. He's cute and small, I admit, but he packs a punch. Everybody goes for the big, mean, tough guys nowadays. He's got his own games like Kirby Tilt 'n' Tumble, Kirby 64: The Crystal Shards and more, but no one respects him. In Super Smash Bros., Kirby kicks butt, too bad that no one realizes his power. I was just wondering if you'd noticed that Kirby isn't getting full credit. He is a great character that should have more respect.

Margaret Cartwright
Oak Creek, WI

It does sometimes seem like people go for the big, mean, tough guys nowadays, but if the success of Pokémon has taught us anything, it's that cuteness is a powerful thing, indeed. Either way, Kirby is about to get a whole lotta respect. FoxBox, the kids' programming block on Fox, has added "Kirby: Right Back at Ya!," an animated show, to its fall lineup. The show premieres on September 14, and starting this month, NP is featuring a Kirby comic based on the show. Several new Kirby games are also in the works, including an action/adventure title for the Game Boy Advance. Sounds like Kirby's in the pink!

HOT TOPIC

I think for a Write Away, Right Away topic, you should give fans a chance to remember their absolute favorite games of all Nintendo consoles. It would probably catch the attention of most, and give you guys a chance to work like you never worked before—by that I mean sorting out your favorite answers, of course.

Joey
Via the Internet

Okay. We love work, so bring it on!

ECHIDNA NOT

So we all know one of Sonic's best friends is Knuckles the Echidna, but my question is, what is an echidna?

YoungBT899
Via the Internet

Echidnas are spine-covered, toothless monotreme mammals with long snouts and sharp claws that live in Australia, Tasmania and New Guinea. Echidnas lay eggs, which is pretty unusual for mammals. They move around mostly at night and eat bugs with their long, sticky tongues. They're also called spiny anteaters, Australian anteaters, porcupine anteaters and just plain anteaters although they're not actually closely related to the creatures we normally call anteaters. Knuckles resembles a real echidna about as closely as Sonic resembles a real hedgehog.

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WRITE AWAY, RIGHT AWAY

Joey wants to give all you Nintendo fans an opportunity to reminisce about your absolute favorite games on Nintendo consoles. We'll make a deal—you tell us your very favorite games (five per console maximum, please) and we'll tell you ours. We know it's hard to narrow it down, but you'll need the room to tell us why those games are your favorites. Maybe you have an all-time favorite game. We'd love to hear about it!

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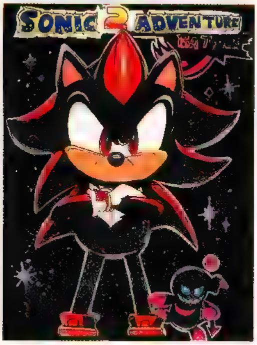
ARC SYSTEM WORKS

Sammy

PLAYER'S PULSE ARTIST'S GALLERY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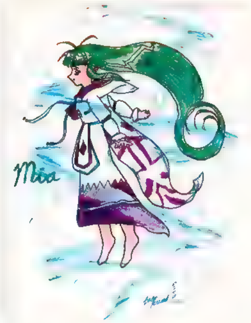
Ben Bell • Courtice, Ontario



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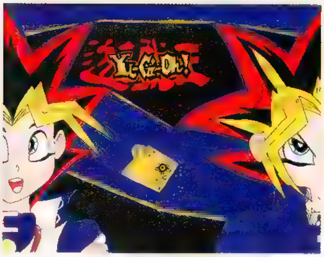
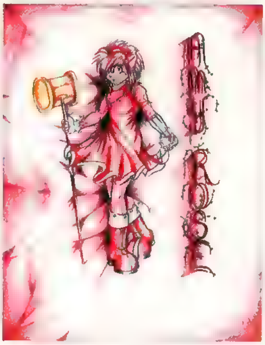
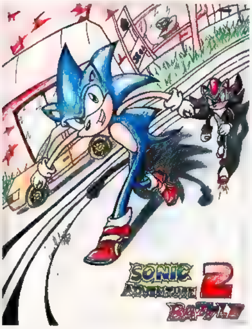


Esteban Perea • Visalia, California



Kayla Armstrong
Colorado Falls, Montana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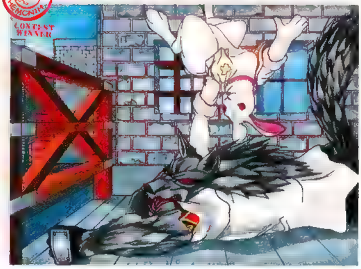
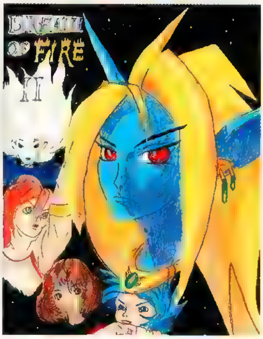
Jamie Corcoran
Dillsburg, Pennsylvania

ART OF THE MONTH CONTEST WINNER



Rudy Gonzales and Josh • San Antonio, Texas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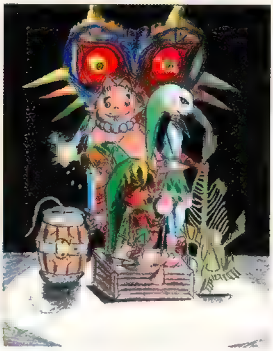
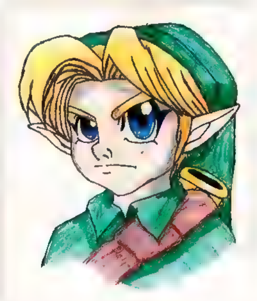
M. McCord • Hend, Tennesse



Latonya Frank • Littleton, Colorado



Amber Woodard • Corpus Christi, Texas

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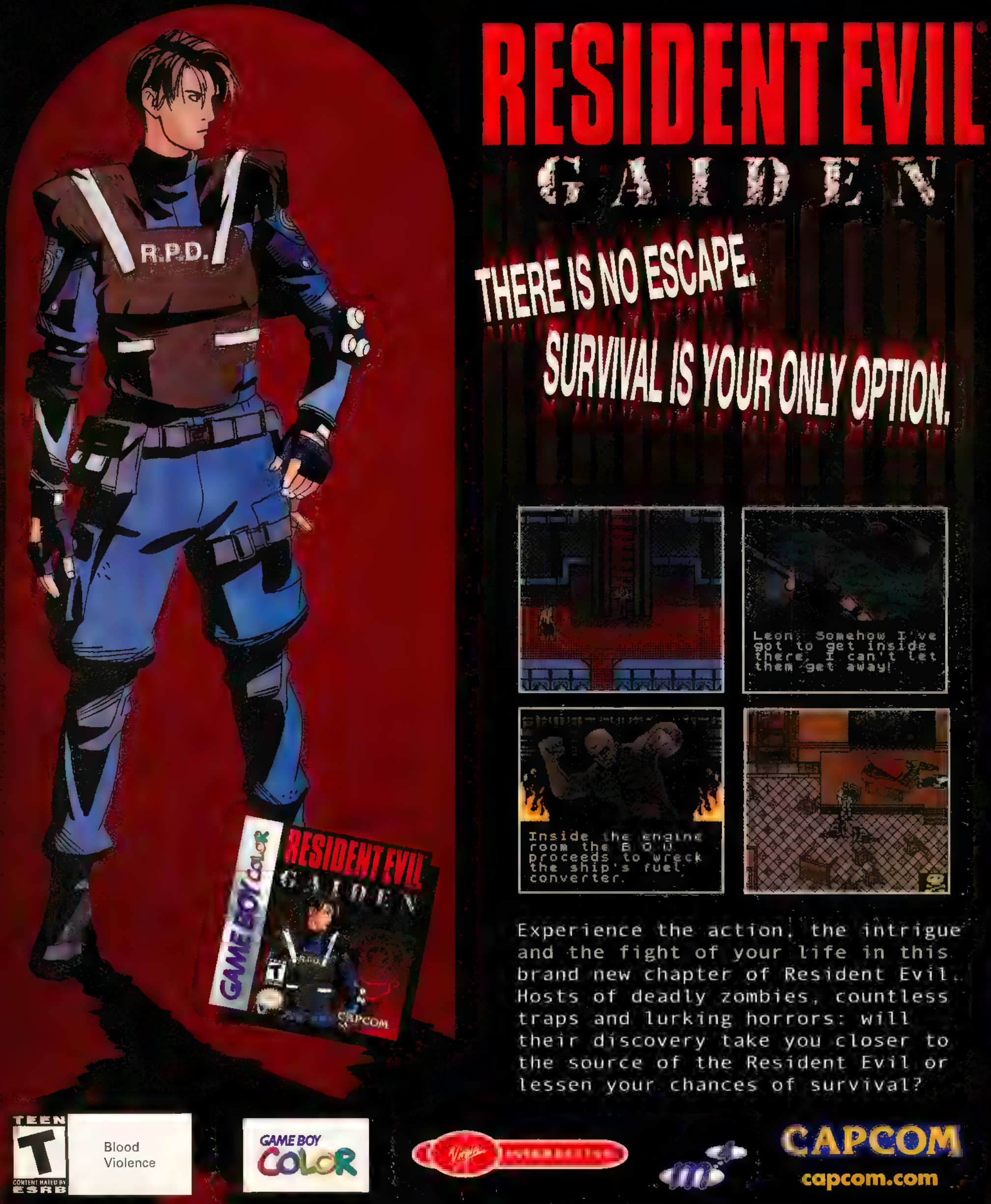
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Inside the engine room the B.O.W. proceeds to wreck the ship's fuel converter.

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POWER CHARTS.158

E³ has given the NP Krew a new batch of [illegible] and the charts have changed dramatically [illegible] quick note, if Nintendo Power has played a game [illegible] due to come out within the year, it's eligible for the [illegible] 's Choice Chart. If the release date is further in the future or if we haven't played the game, it goes on the Most Wanted Chart. Make sense? Good! Now we're off to wait in line for both new Metroid games.

KEY: NINTENDO GAMECUBE
GAME BOY ADVANCE GAME BOY COLOR

TOP SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	[redacted]	[redacted]	[redacted]
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	1	4
2	[redacted]	[redacted]	[redacted]
	SONIC ADVANCE	2	4
3	[redacted]	[redacted]	[redacted]
	SPIDER-MAN	●	1
4	[redacted]	[redacted]	[redacted]
	SUPER MARIO ADVANCE	5	5
5	[redacted]	[redacted]	[redacted]
	POKéMON CRYSTAL	8	7
6	[redacted]	[redacted]	[redacted]
	GOLDEN SUN	7	4
7	[redacted]	[redacted]	[redacted]
	MARIO KART: SUPER CIRCUIT	4	7
8	[redacted]	[redacted]	[redacted]
	CRASH BANDICOOT: THE HUGE ADVENTURE	3	2
9	[redacted]	[redacted]	[redacted]
	FROGGER'S ADVENTURE: TEMPLE OF THE FROG	6	4
10	[redacted]	[redacted]	[redacted]
	WARIO LAND 4	9	5

[illegible]

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	[redacted]	[redacted]	[redacted]
	METROID FUSION	●	1
2	[redacted]	[redacted]	[redacted]
	THE LEGEND OF ZELDA: A LINK TO THE PAST	●	1
3	[redacted]	[redacted]	[redacted]
	CASTLEVANIA: HARMONY OF DISSONANCE	1	2
4	[redacted]	[redacted]	[redacted]
	THE PINBALL OF THE DEAD	2	2
5	[redacted]	[redacted]	[redacted]
	ADVANCE WARS	●	5
6	[redacted]	[redacted]	[redacted]
	SPACE INVADERS	●	1
7	[redacted]	[redacted]	[redacted]
	DONKEY KONG +	●	1
8	[redacted]	[redacted]	[redacted]
	GUILTY GEAR X	6	2
9	[redacted]	[redacted]	[redacted]
	BROKEN SWORD: SHADOW OF THE TEMPLARS	4	4
10	[redacted]	[redacted]	[redacted]
	GOLDEN SUN	3	7

*Player's Choice and Most Wanted information courtesy of the NP Krew

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	[redacted]	[redacted]	[redacted]	[redacted]
2	[redacted]	[redacted]	[redacted]	[redacted]
3	[redacted]	[redacted]	[redacted]	[redacted]
4	[redacted]	[redacted]	[redacted]	[redacted]
5	GOLDEN SUN: THE LOST AGE	GBA	5	2

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Disney's Magical Mirror Starring Mickey Mouse is coming to Nintendo GameCube next month thanks to Disney Interactive, Capcom and Nintendo. It's a little piece of magic.

THE SPOTLIGHT

Super Mario Sunshine

We have a special treat for Mario fans this month. First, look in the gallery for some Sunshine, then look next door for a surprise.

Beach Spikers

Sega's nontraditional sporting lineup gets a wake-up call with a bevy of volleyball-bashing beauties on GCN.

RTX Red Rock

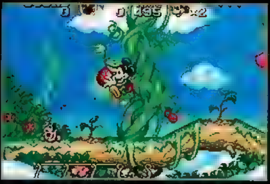
There's life on Mars, and it's pretty dangerous by the looks of it. LucasArts visits a planet not so far away for an upcoming GCN game.

F1 2002

9
3
M. SCHUMACHER
FERRARI
9

EA Sports introduces the GCN to the fastest cars in the world. F1 2002 is a sim with zoom.

Disney's Magical Quest Starring Mickey and Minnie



A classic platformer returns, and Mickey is joined by Minnie for the GBA version. There's even a link to the GCN Mickey game.

Egg Mania

Kemco's puzzler cracks open the puzzle fun on Game Boy Advance with game play inspired by Tetris.

THE GAMING NEWS FOR JULY 2002

THE BEST DEAL IN TOWN IS NINTENDO GAMECUBE

Just prior to the opening of E^3 in Los Angeles, Nintendo of America announced that the Nintendo GameCube console MSRP would drop to $149.95 effective immediately. That's news good enough to print.

NINTENDO TEAMS UP WITH NAMCO

In a joint Tokyo press conference, Nintendo and Namco announced that Namco will develop six GCN and eight GBA titles over the next year. The biggest surprise was that Namco will develop a GCN game featuring Fox McCloud. In addition to the Star Fox title, Namco will bring versions of Soul Calibur II, Mr. Driller, two RPGs and a racing game in the Ridge Racer series to GCN. For GBA, Namco plans to release Family Tennis Advance, Famitsa Advance, Mr. Driller Ace, Tales of the World: Narikiri Dungeon 2, Tales of Phantasia, two Klonoa games and an untitled puzzle game.

KONAMI AND DISNEY GOT GAME

Konami recently announced that it will bring an all-star lineup of sports games featuring Disney characters to Nintendo GameCube and Game Boy Advance. The six announced titles are Disney All-Star Sports Soccer, Disney All-Star Sports Football, Disney All-Star Sports Skateboarding, Disney All-Star Sports Snowboarding, Disney All-Star Sports Basketball and Disney All-Star Sports Motocross. The names may not seem terribly creative, but we were impressed with our first play session with the games at E^3. It was a little bit goofy, but lots of fun.

MEDAL OF HONOR IS MARCHING TO GCN AND GBA

Medal of Honor Frontline for GCN wasn't at E^3, but EA confirmed that the military action game is on the way and Destination Software confirmed that the game is also coming to Game Boy Advance in a version that remarkably covers almost the same ground. The game drops you into the army boots of Lt. Jimmy Patterson for a mission behind Nazi lines during WWII.

3DO STEPS UP TO THE PLATE

With Cubix, Army Men and baseball games in hand, 3DO is coming to GCN to play. Two Cubix games are already far along in development, as is Army Men: Sarge's War. High Heat Baseball will be a welcome hardball addition next spring, and Jonny Moseley Mad Trix is also on the way.

CARTOON NETWORK HEADED TO MAJESCO

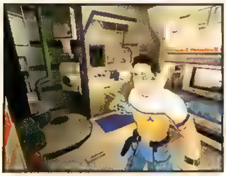
Cartoon Network and Majesco are teaming up to bring you a library of GBA titles based on Cartoon Network properties. The games will feature Courage the Cowardly Dog; Cow and Chicken; Ed, Edd 'n Eddy; I am Weasel; Johnny Bravo; Mike, Lu & Og; and Sheep in the Big City. The games are scheduled for release in 2003.

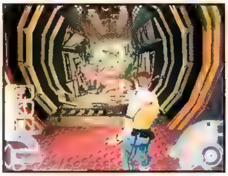
MR. Y STEPS DOWN

After decades of brilliant and often outspoken leadership of Nintendo, Hiroshi Yamauchi announced in May that he would step down from the presidency, which would be filled by Satoru Iwata. Mr. Yamauchi took Nintendo from a small card game manufacturer to the world's biggest entertainment software company. He is known for having great insight into what makes hit games and for being a champion of innovation and quality. His decision to bring the Nintendo Entertainment System to North America in 1985, when most observers thought that video games were a fad that had passed with Atari, heralded the beginning of today's video game industry. Mr. Yamauchi is also the only person outside the United States to own a Major League baseball franchise. Although Mr. Yamauchi will remain on Nintendo's board, he'll have more time to pursue other hobbies such as playing Go, a board game known for its complex strategies. Best wishes to Mr. Y from everyone at Nintendo Power. Keep on gaming!

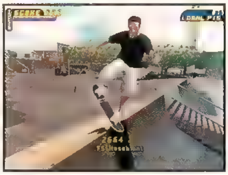
WE ARE THE MARTIANS

In LucasArts' RTX Red Rock, the first human colony on Mars is besieged by savage aliens, so the leaders back on earth bring in a Radical Tactics Expert to save the day. That RTX is E.Z. Wheeler—a one-man wrecking crew with bionic parts and lots of big guns that are useful hunting aliens. The bionics play a big role in the game. Wheeler's right arm doubles as a weapon and grappling hook, and his left eye scans in special wavelengths. Some stages are played from the perspective of IRIS, a virtual companion that takes over rovers and alien craft. Red Rock was shown at E^3, but it won't be ready for blastoff on GCN until next spring.



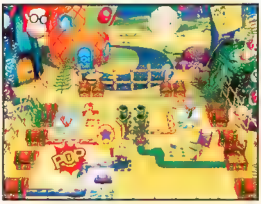


WHEN TONY MEETS DAVE



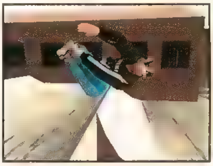
Perhaps the sincerest form of flattery is when an original imitates an imitator. Tony Hawk's Pro Skater 4 gives a nod to Dave Mirra Freestyle BMX 2 by revealing objectives through characters you meet in the game. The new Tony for GCN also features hitching on cars, a Spine Transfer move, Career Mode with two schools of boarding and pro set objectives that add extra difficulty to the parks.

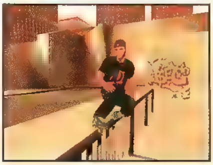
PARTY @ NICK



Infogrames is jumping into the party fray on Nintendo GameCube with Nickelodeon Pary Blast this fall. Players choose one of eight popular Nick characters, such as SpongeBob SquarePants, Jimmy Neutron and Angelica and Tommy Pickles from Rugrats. There are five types of games, including Food Fight and Rollerball, multiple levels and, of course, multiplayer modes for up to four players. Partee!

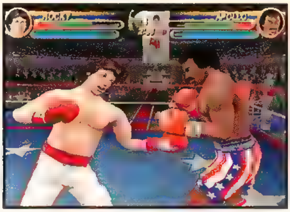
ROLLING ALONG





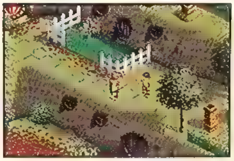
The sport of inline skating gets a second title for GCN and GBA thanks to Crave Entertainment and Rage. Rolling is a new stuntfest tricked out with 14 courses, more than 200 tricks, pro skaters, a skate park editor and a unique Video Mode that lets players edit their own Rolling videos. You can skate for endorsements or skate for glory against your friends. The GCN disc is packed with over 1,200 pieces of clothing and equipment you can earn.

UBI'S PRIZE FIGHTER



Rocky Balboa fought his heart out—again and again and again—on the silver screen, but he'll have to do it only once when he comes to Nintendo GameCube and GBA later this year. As Rocky, players will face all the fists of fury that Sylvester Stallone faced (and took in the face) during his storied career—Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. The boxing extravaganza takes you through Movie Mode, Training Mode, Knockout Tournament Mode and Exhibition Bouts. It should be a contender.

HOBBITS IN THE HAND

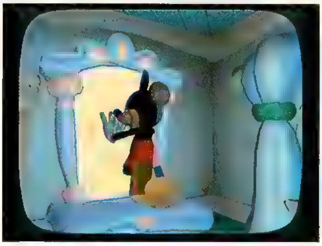


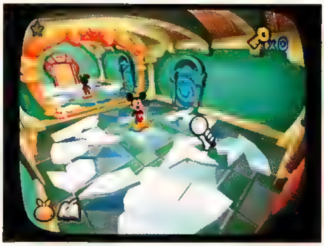
EA brought a working GBA version of The Lord of the Rings, The Two Towers to E^3 to the delight of Middle-earth fans at the show. Players control Aragorn, Legolas, Frodo and Gandalf in over 120 levels of exploration and combat.

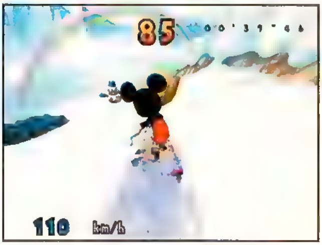
DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE

Game Type: Action
Publisher: Nintendo
ETA: August 2002
System: Nintendo GameCube

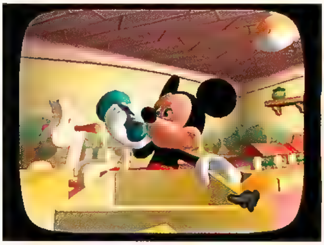
Disney's Mickey Mouse comes to life in the delightful adventures of Disney's Magical Mirror Starring Mickey Mouse. The game is designed as an adventure in which players point and click to direct Mickey's attention and command him to perform actions. Simple puzzles and minigames provide challenge, but the game is meant to be played by young gamers. Much of the fun comes from the extraordinary animation of Mickey as he explores a haunted, magical mansion. The adventure begins as Mickey dreams in his house. Suddenly, his bedroom mirror comes to life and reveals the presence of a mischievous ghost that leads the dreaming embodiment of Mickey into the magical world. The minigames, such as an easy snowboarding game, give players extra replay value. But the big payoff is just watching Mickey perform silly stunts and get himself out of trouble. It's classic Disney magic all the way.


Mickey steps into the Magic Mirror to begin his adventure in the haunted mansion.


Using the cursor, players direct Mickey's attention, examine objects or make commands.



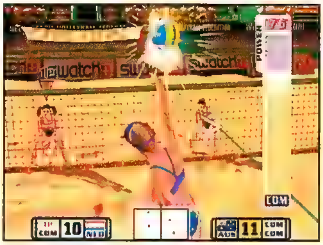
The snowboarding minigame is easy enough for young players, and you can return again and again.


Mickey must collect objects that will help solve puzzles elsewhere in the mansion.

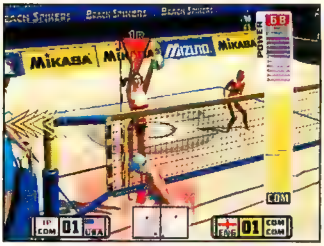
BEACH SPIKERS

Game Type: Sports
Publisher: Sega
ETA: July 2002
System: Nintendo GameCube

Subtitled Virtua Beach Volleyball, Beach Spikers falls into the family of easy-to-play, arcade-inspired sports games from Sega. The game features female spikers from around the world, and you can play Arcade, World Tour, Vs. and Tutorial Modes. The graphics are gorgeous, to say the least, and the volleyball action is the hottest ticket on the beach. If the rays are too much this summer, head indoors for some more fun out of the sun.



Each beach volleyball team consists of two women from one of 16 countries, including the US, Canada, Mexico, Japan and England.

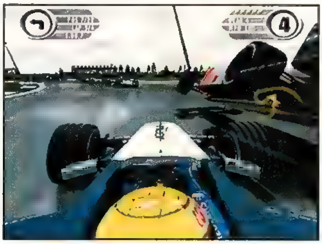


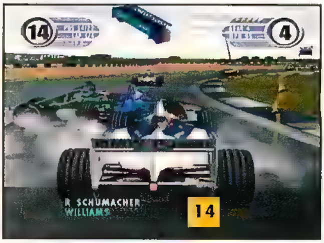
The targeting system helps you get to the ball in time to make a shot or set up a spike. The control system is intuitive and powerful.

F1 2002

Game Type: Racing
Publisher: EA Sports
ETA: July 2002
System: Nintendo GameCube

EA Sports is bringing Formula 1 racing to Nintendo GameCube this summer. The racing sim includes Quick Race, Challenge, Grand Prix and Multiplayer Modes. Real drivers, teams, cars and tracks are represented in crystal clear detail. Dynamic weather is one of many challenges you'll face.

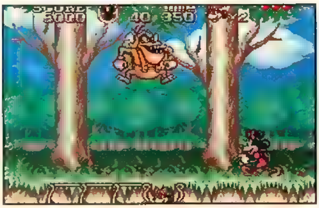




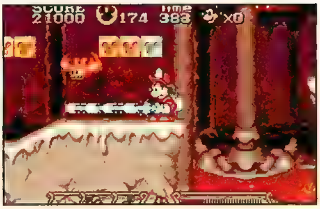
DISNEY'S MAGICAL QUEST STARRING MICKEY AND MINNIE

Game Type: Platform action
Publisher: Nintendo
ETA: August 2002
System: Game Boy Advance

Emperor Pete has dognapped Pluto, and Mickey (or Minnie) must travel through a magic kingdom, adopting various guises to bring the pooch home. Your mouse will grab items, such as magical boxes and flying tomatoes, and stomp on enemies.



Magical Quest is a revamped version of Capcom's Super NES classic. It's a super challenge.

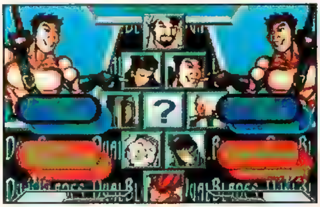


Your mouse acquires different powers when you put on costumes, such as a firefighter's suit.

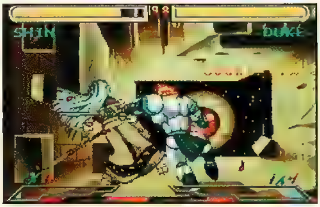
DUAL BLADES

Game Type: Fighting
Publisher: Metro3D
ETA: July 2002
System: Game Boy Advance

Metro3D's Dual Blades for GBA is a classy fighter with Arcade, Vs., Battle and Training Modes. Players can choose special moves for their characters and perform multihit combos in matches. The animation is great, and the action is fast.



Choose a swordfighter, then select a special move before entering the arena of combat.

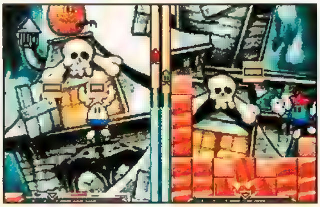


Counters, blocks and hit combos can increase your power, and Rage Mode may give you an edge.

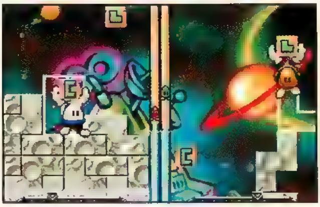
EGG MANIA

Game Type: Puzzle
Publisher: Kemco
ETA: August 2002
System: Game Boy Advance

Imagine you have to build a tower out of Tetris-shaped blocks, and if you don't make solid rows, the whole thing will tumble and fall over. That's what Kemco's Egg Mania is all about in a nutshell. It's a captivating new twist on Tetris.



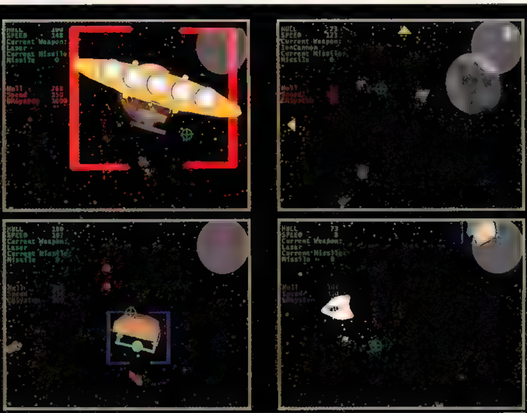
You, as the Egg, must grab pieces and position them to fit into your growing tower.



If you don't build your tower fast enough, water starts to rise from below.

PROJECT: DIGIPEN

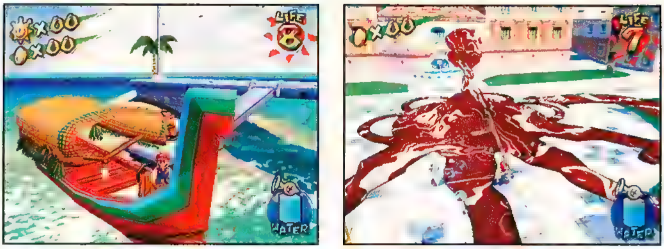
In BlackHole, players pilot their own starship on missions to earn money. The action begins at your home base, where you can elect to fly various missions that are offered to you on a mission select screen. Pilots have a first-person, cockpit perspective on the universe, and they may engage in combat or other activities that will fulfill their mission objectives. Battling starships use missiles, lasers and other futuristic weapons. If you fulfill your mission requirements and make it back to the base, you'll be paid handsomely, and you can repair or beef up your ship. Michael Smith, Adam Hartman, Warren Church and Damian Witt, with contributing artists Paul Brandl and Jason Hartman, created BlackHole. It was made during their junior year.

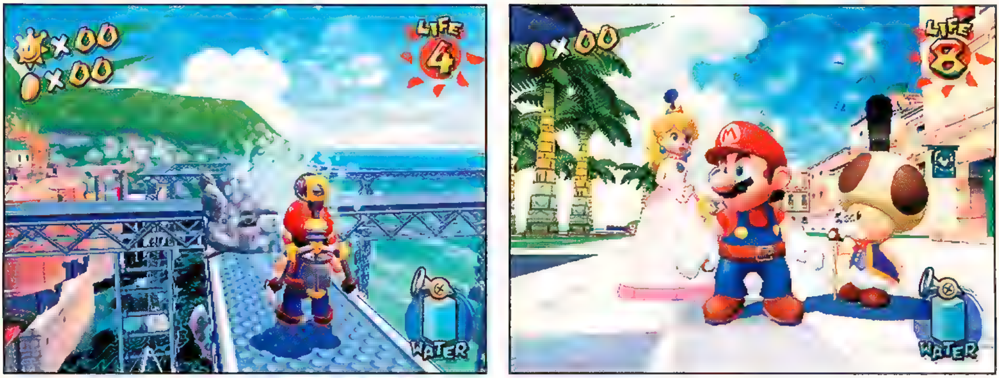


For more information on DigiPen, and to download a copy of BlackHole to play on your computer, head to www.digipen.edu, where you'll also find links to more projects and information about signing up for classes or workshops.

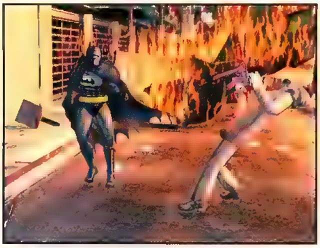
JULY GALLERY OF GAMES

With Super Mario Sunshine's release date closing in, we thought you'd like to see more of Mr. Miyamoto's latest masterpiece. We've also got a collection of cool pics we grabbed at E^3. PK Duck is based on a French comic series featuring Donald and is being shown here for the first time. Enjoy the sunshine!

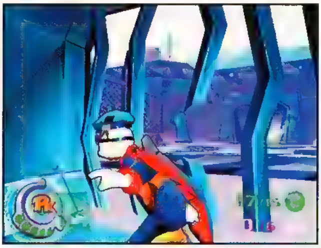




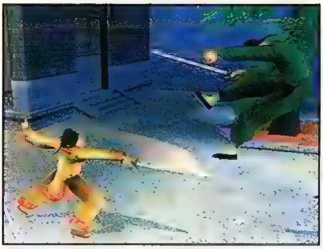
Super Mario Sunshine
We have a fresh batch of sunny photos from Mario, who is vacationing somewhere in the tropics. Look closely at the way Mario uses water pump.



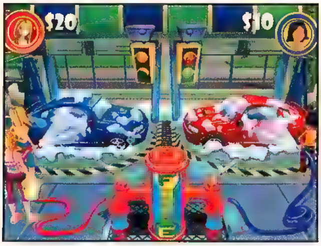
Batman: Dark Tomorrow
Kemco's Batman game for GCN features lots of brawling action with Gotham's scumbags.



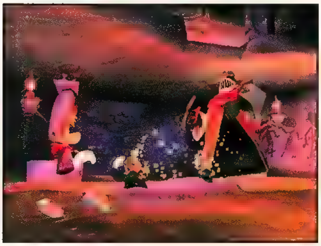
PK Duck
Donald Duck will be the hero of an upcoming GCN game from Ubi Soft and Disney Interactive.



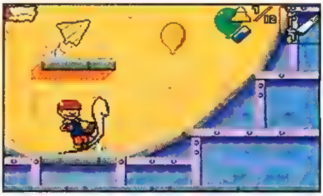
Crouching Tiger, Hidden Dragon
Swordplay and martial arts are the order of the day in Crouching Tiger, Hidden Dragon for GCN.



Mary Kate and Ashley Sweet 16
Acclaim is bringing the irrepressible twins to Nintendo GameCube this fall.



Rayman 3: Hoodlum Havoc
Rayman gets new superpowers as he fights the hoodlums in his new GCN adventure.



Rocket Power Beach Bandits
The kids from Rocket Power are going to have a beach adventure on both GCN and GBA. THQ is packing the game with extreme sports and adventure.

GAME WATCH FOCUS

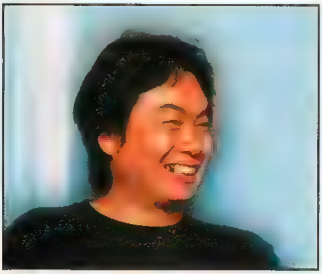
AN INTERVIEW WITH SATORU IWATA AND SHIGERU MIYAMOTO

Satoru Iwata, president of Nintendo Company Ltd. and Shigeru Miyamoto, director of game development at NCL, sat down with Nintendo Power during E^3 for a discussion that covered The Legend of Zelda, Super Mario Sunshine and the future direction of Nintendo games.

NP: Even certain games that are based on existing cartoons have only partially recreated the cartoon experience. What do you think are the real challenges of making a game like The Legend of Zelda play like a cartoon?

Miyamoto: I think a really large goal was to find a kind of expression that really fit the Zelda world—to create his own universe. In doing so, we came up with many ideas and went with the cartoon-style of cel-shading that we now have. But from early on, the designers were able to look at that style of cel-shading and understand what elements of that really fit the Zelda world and helped to draw out the characters in the world.

From all over E^3, we can see that cel-shading is a kind of trend in game technology, and there are many games that are trying it. But in Zelda, we're not just taking this technological trend and applying it to the game. We're really taking the idea of it being a cartoon and creating the entire world as a cartoon rather than just applying a graphic technique to an already created world.



So we're using cartoon-style expression on Link's face and cartoon-style expression in the emotions and animations of other characters as well. The whole world feels like a cartoon, rather than just using this cartoon technology and applying it to a medium.

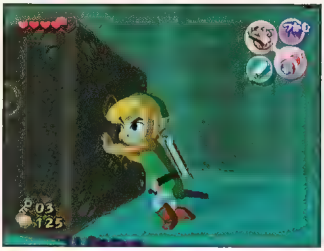
NP: Where does the latest Zelda game fall into the series' mythology? Early in the series or after Majora's Mask?

Miyamoto: This is the very first Zelda story. If all we ever did was try to continue the story, we'd lose some of the interest. It's fun to jump back and forth.

NP: On the E^3 demo of The Legend of Zelda for the Nintendo GameCube, the boss fight with the lava monster is as thrilling as the big finales from the very best feature-length cartoons. What has the power of the GCN enabled you to do with Zelda-style boss fights?

Miyamoto: To put it simply, in games you have a lot of elements. Graphic effects, flame, smoke, particle effects—things like that. And you have the processing and computation needed to create the monster's animations and movements. You also have the sound, using Dolby Pro Logic II Surround Sound, which plays an important role. Taking all of those into consideration, the Nintendo GameCube is an extremely well-balanced piece of hardware. The overall ability to handle all these different effects is very good and makes the complete effect very strong.

On top of that, we have our own basic ability to come up with easy-to-control camera systems and menu interfaces and items and designs that are really suited to the world. So I think it's a culmination of a lot of elements that have allowed us to do this with the Nintendo GameCube.



NP: In that case, can you just tell us about other visual effects in the game? The heat waves are totally impressive. What else will we see?

Miyamoto: There are lots of other effects like the lighting effects, water effects and whatnot. Such effects like the heat waves are one of the Nintendo GameCube's strong points. It's really good at those, and you can see similar types of effects in Metroid Prime. When you use the charge beam, it has great warp effects.

Iwata: They're called indirect textures.

Miyamoto: There will also be a lot of scenes where there's lots of fog and you'll see impressive particle and lighting effects.

Iwata: There are also some really cool forest scenes in the game—really beautiful scenes.

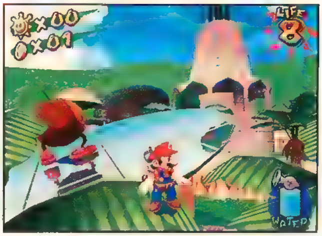
NP: At Nintendo's E^3 kickoff press event, one reporter asked you how "big" Super Mario Sunshine is compared to Super Mario 64. Does that kind of question irritate you?

Miyamoto: [Laughs.] It doesn't really bother me. The one thing that I worry about a lot is that people have that expectation of the "number." They always talk about numbers. For example, here's one such question: "Does Super Mario Sunshine have 120 stars the way Super Mario 64 did?" When we try to respond to such questions, people might assume that stars are a measure of a game. But the fact is that there's a lot more to do in Super Mario Sunshine. So we are always concerned about how to answer questions like that.

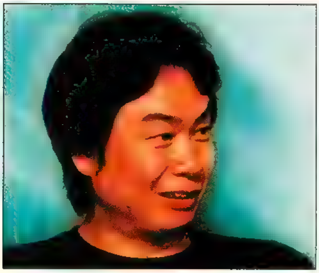
NP: So with a game like The Legend of Zelda, the next game in the franchise, how do you personally measure the size of a game—compared to what you accomplished with the previous game?

Miyamoto: When designers first start thinking about a game—and they're comparing it to games they remember—they generally tend to plan games that are huge. However, they often remember the games they played and had a great time with as being bigger than they actually were.

When you ask how I personally define how big a game is, my emphasis is on play time, which can be hard to gauge. We try to create games for people to play multiple times. That was the idea behind Pikmin. You can play that game the first time through and perhaps it may take you 10-15 hours, whereas another player may take just five hours. I saw that as a game that you can play all the way through at least three times. The same goes for The Legend of Zelda: Majora's Mask. In that game, the flow of time was directly involved—you could speed up or slow down time. The idea was to let people play through at different speeds, so that they might take a different path each time they played the game.



GAME WATCH FORECAST



NP: With Nintendo's huge showing at E^3, the biggest ever with its Game Giants and connectivity presentation, you have to be thinking what next year's E^3 will be like. How are you going to top an E^3 presentation that's this enormous?

Miyamoto: Next year, our big focus is going to be on uniqueness and innovation.

Iwata: We thought that for our second year [with Nintendo GameCube and Game Boy Advance] it was really important to focus on our strengths. And that's why we see this really historical presence of Nintendo franchises at this year's show. And I think that it'd be difficult to repeat in the future. We've never seen a lineup like this. But at the same time it's extremely important for us to continue to put out new products, new ideas and new franchises. Because if we don't, there's really no future for us. And so that's going to be our main focus going forward.

NP: And by "uniqueness," does that mean we're going to see more connectivity, with an even stronger presence of connective games next year?

Miyamoto: Yes. I think that definitely means more connectivity, but it also means more games that are in and of themselves unique. Unique ideas—of course, half of all that is still in my head.

Iwata: Connectivity is one of our strengths, but it's not the only thing that brings uniqueness to our games. And so we're really looking forward to making games themselves unique. Next year we may see something more like last year—when we brought out Pikmin, which was something totally new and never before seen. And it surprised a lot of people. That's really the kind of surprise that Mr. Miyamoto is looking for. And so the kinds of things we'll be showing next year may have some characters that people are familiar with but are completely new games. There might also be games that have characters that are themselves completely new. Mr. Miyamoto is thinking about a lot of different things. There will be a lot to look forward to.

NINTENDO GAMECUBE

1080°: WHITE STORM
AGGRESSIVE INLINE
ANIMAL CROSSING
AQUAMAN: BATTLE FOR ATLANTIS
ARMY MEN: SARGE'S WAR
BACKYARD FOOTBALL
BARBARIAN
BATMAN: DARK TOMORROW
BATTLEBOTS
BEACH SPIKERS
BIG AIR FREESTYLE
BLACK & BRUISED
BLOODRAYNE
BURNOUT 2: POINT OF IMPACT
BUTT UGLY MARTIANS
CAPCOM VS. SNK2 EO
CONFLICT: DESERT STORM
CRASH BANDICOOT: THE WRATH OF CORTEX
CROUCHING TIGER, HIDDEN DRAGON
CUBIX ROBOTS FOR EVERYONE: SCRAMBLE
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
DARKENED SKYE
DAVE MIRRA FREESTYLE BMX3
DEFENDER
DINOTOPIA
DISNEY'S ALL-STAR SPORTS BASKETBALL
DISNEY'S ALL-STAR SPORTS FOOTBALL
DISNEY'S ALL-STAR SPORTS MOTOCROSS
DISNEY'S ALL-STAR SPORTS SKATEBOARDING
DISNEY'S ALL-STAR SPORTS SNOWBOARDING
DISNEY'S ALL-STAR SPORTS SOCCER
DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE
DISNEY'S MICKEY PARTY
DONKEY KONG RACING
DRAGON'S LAIR 3D
DR. MUTO
DUKE NUKEM FOREVER
DUNGEONS AND DRAGONS HEROES
EGG MANIA: EGGSTREME MADNESS
ENCLAVE
E.T. THE EXTRATERRESTRIAL: SEARCH FOR DRAGORU
EVOLUTION SKATEBOARDING
EVOLUTION SNOWBOARDING
EVOLUTION WORLDS
F1 2002
FREAKY FLYERS
FREEKSTYLE
FRESH GAMES GOLF
FROGGER CLASSIC
F-ZERO
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GODZILLA: DESTROY ALL MONSTERS MELEE
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARRY POTTER AND THE CHAMBER OF SECRETS
HARVEST MOON: A WONDERFUL LIFE
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: VELOCITY X
IMMORTAL WARRIOR
JAMES BOND: NIGHTFIRE
JIMMY NEUTRON: BOY GENIUS
JONNY MOSELEY MAD TRIX
KAMEO: ELEMENTS OF POWER
KELLY SLATER'S PRO SURFER
THE LEGEND OF ZELDA
LEGENDS OF WRESTLING II
THE LORD OF THE RINGS
MACE GRIFFIN: BOUNTY HUNTER
MADDEN NFL 2003
MARIO GOLF
MARIO PARTY 4
MARIO TENNIS
MARY KATE AND ASHLEY SWEET 16
MASTERS OF THE UNIVERSE: HE-MAN: POWER OF GRAYSKULL
MEDAL OF HONOR
METROID PRIME
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MLB SLUGFEST 20-03
MONOPOLY PARTY
MONSTERS, INC.
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER
MX SUPERFLY
MYSTIC HEROES
NAMCO MUSEUM
NASCAR HEAT 2
NASCAR THUNDER 2003
NBA 2K3
NBA BALLERS
NCAA BASKETBALL 2K3
NCAA FOOTBALL 2K3
NEED FOR SPEED: HOT PURSUIT 2
NFL 2K3
NFL BLITZ 20-03
NHL 2K3
NHL HITZ 20-03
NICKELODEON PARTY BLAST
OUTLAW GOLF
PAC-MAN FEVER
PHANTASY STAR ONLINE EPISODE I&II
PK DUCK
THE POWERPUFF GIRLS
PROJECT BG&E
RALLY FUSION: RACE OF CHAMPIONS
RAYMAN 3: HOODLUM HAVOC
REDCARD 20-03
REIGN OF FIRE
RESIDENT EVIL 2
RESIDENT EVIL 3
RESIDENT EVIL ZERO
RISK
ROBOTECH: BATTLE CRY
ROCKET POWER: BEACH BANDITS
ROCKY
ROLLING
RTX RED ROCK
RUGRATS ROYAL RANSOM
SCOOBY-DOO! NIGHT OF 100 FRIGHTS
THE SCORPION KING: RISE OF THE AKKADIAN
SHAUN MURRAY'S PRO WAKEBOARDER
SHREK: EXTRA LARGE
SMUGGLER'S RUN: WAR ZONE
SNOOD
SOUL CALIBUR II
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
STAR FOX ADVENTURES
STAR WARS: BOUNTY HUNTER
STAR WARS JEDI KNIGHT II: JEDI OUTCAST
STAR WARS: THE CLONE WARS
SUPER MARIO SUNSHINE
SUPER MONKEY BALL 2
TAZ: WANTED
TETRIS WORLDS
TIMESPLITTERS 2
TINY TOON: DEFENDERS OF THE UNIVERSE
TOM CLANCY'S SPLINTER CELL
TONY HAWK'S PRO SKATER 4
TOP GUN: COMBAT ZONES
TOXIC GRIND
TUROK: EVOLUTION
TY THE TASMANIAN TIGER
VEXX
WARIO WORLD
WHIRL TOUR
WORMS BLAST
WRESTLEMANIA X8
WTA TOUR TENNIS
XIII
X-MEN: NEXT DIMENSION
X-MEN: WOLVERINE'S REVENGE
ZAPPER
ZOOCUBE

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
AIRFORCE DELTA STORM
ALL-STAR BASEBALL 2003
ALTERED BEAST
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD FOOTBALL
BALDUR'S GATE
BANJO KAZOOIE: GRUNTY'S REVENGE
BOULDER DASH EX
CAR BATTLER JOE
COLIN MCRAE RALLY 2.0
CONTRA ADVANCE
CRAZY CHASE
CRAZY TAXI
CREATURES
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
CUSTOM ROBO GX
DAVID BECKHAM SOCCER
DEFENDER OF THE CROWN
DENKI BLOCKS!
DIDDY KONG PILOT
DISNEY'S MAGICAL QUEST STARRING MICKEY AND MINNIE
DISNEY'S TREASURE PLANET
DK COCONUT CRACKERS
DRIVER 2
DUAL BLADES
DUKE NUKEM RETRIBUTION
DUNGEONS & DRAGONS: EYE OF THE BEHOLDER
ECKS VS. SEVER 2
EGG MANIA
EVOLUTION SKATEBOARDING
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
FINAL FANTASY TACTICS
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GAME & WATCH GALLERY 4
GOLDEN SUN: THE LOST AGE
HAMTARO*
HARRY POTTER AND THE CHAMBER OF SECRETS
HOT WHEELS
KELLY SLATER'S PRO SURFER
KIRBY GBA
KURURIN PARADISE
THE LAND BEFORE TIME
THE LEGEND OF ZELDA: A LINK TO THE PAST
LEGO SOCCER MANIA
LILO AND STITCH
THE LORD OF THE RINGS, PART 1
THE LORD OF THE RINGS, THE TWO TOWERS
MEDAL OF HONOR
MEGA MAN ZERO
METROID FUSION
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MLB SLUGGERS 20-03
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER ACE
THE MUMMY
NEED FOR SPEED
NFL BLITZ 20-03
NHL HITZ 20-02
NICKELODEON PARTY BLAST
PAINTBALL
PHANTASY STAR COLLECTION
PINKY & THE BRAIN: THE MASTER PLAN
POWER RANGERS WILD FORCE
PUNCH KING
RAYMAN 2*
RAYMAN 3
ROAD RASH
ROBOPON ADVANCE
ROBOTECH: THE MACROSS SAGA
ROCKET POWER: BEACH BANDITS
RUGRATS I GOTTA GO PARTY
SABREWULF
SAMURAI JACK
SCOOBY-DOO! THE MOVIE
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SOCCER KID
SPACE CHANNEL 5
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
SPYHUNTER
SPY KIDS 2: ISLAND OF LOST DREAMS
SPYRO 2: SEASON OF FLAME
STAR WARS EPISODE II: ATTACK OF THE CLONES
STREET FIGHER 3 ALPHA
SUPER GHOULS 'N GHOSTS
SUPERMAN
SUPER MONKEY BALL
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TIGER WOODS PGA TOUR GOLF
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
TOP GUN: FIRESTORM ADVANCE
ULTIMATE BRAIN GAMES
URBAN YETI
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER
WINGS ADVANCE
WIZARDRY SUMMONER
WOODY WOODPECKER IN CRAZY CASTLE 5
WTA TOUR TENNIS
X-BLADEZ: INLINE SKATER
X-MEN: WOLVERINE'S REVENGE
YOSHI'S ISLAND: SUPER MARIO ADVANCE 3
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS ADVANCE
YU-GI-OH! THE IMMORTAL DUELIST SOUL
ZAPPER

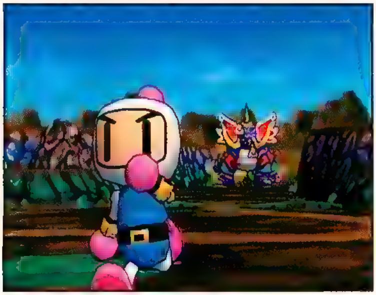
YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

*GAME BOY COLOR GAMES

(Have you heard who's on Nintendo GameCube?)
BOMBERMAN GENERATION
SHORT MAN. SHORT FUSE. BIG ADVENTURE.
EVERYONE
E
CONTENT RATED BY ESRB
NINTENDO GAMECUBE
HUDSON
MAJESCO
NOW AVAILABLE ON GAME BOY ADVANCE.
ADVANCE
MAX 2
PLAY AS BOMBERMAN

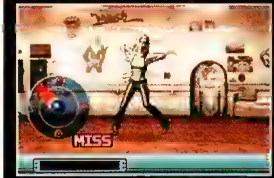
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the September issue!



This circus is so not the bomb! I want my money baaaaack!

YOUR SCREEN TEST CAPTIONS



Our line was "Where's Darrin when you need him? I'm neither popping nor locking!" Here are your best lines:

Worst game of charades ever. —*BluDragon*

If this shirt is a size 10, I'd like to see a size 5! —*Ted Szpara*

Note to self: cancel dance lessons from Donkey Kong.—*AlrightGuy*

In other news, the music world is on hold until Britney Spears gets a good chiropractor. —*Josh Stanfield*

And so, she realized that one word could sum up her entire music career.—*Kai Anderson*

I think I busted more than a groove. Ouch . . .—*Megaton_Pumpkin*

We need to call Stella and find out how to get *your* groove back.—*Wagner1998*

I didn't recognize her without the "mute" at the bottom of the screen.—*Carl Mitchell III*

Ow! My back! When I said "hit me baby, one more time," I didn't mean LITERALLY!—*Keith Papak*

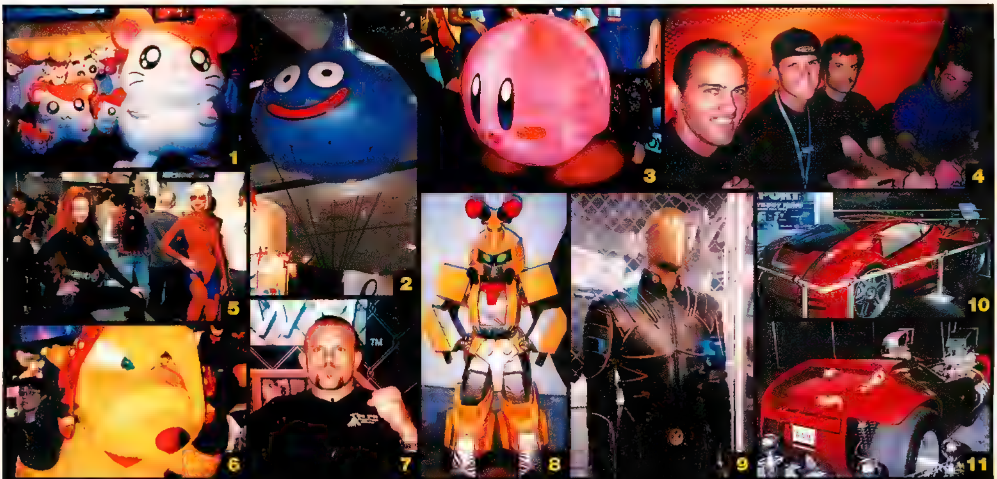
Unemployed after the Killer Instinct series, B. Orchid makes a living by teaching the Chicken Dance. —*Scarab6006*

How many cookies am I holding behind my back? If you guess right, you can have both.—*Drowzee77*

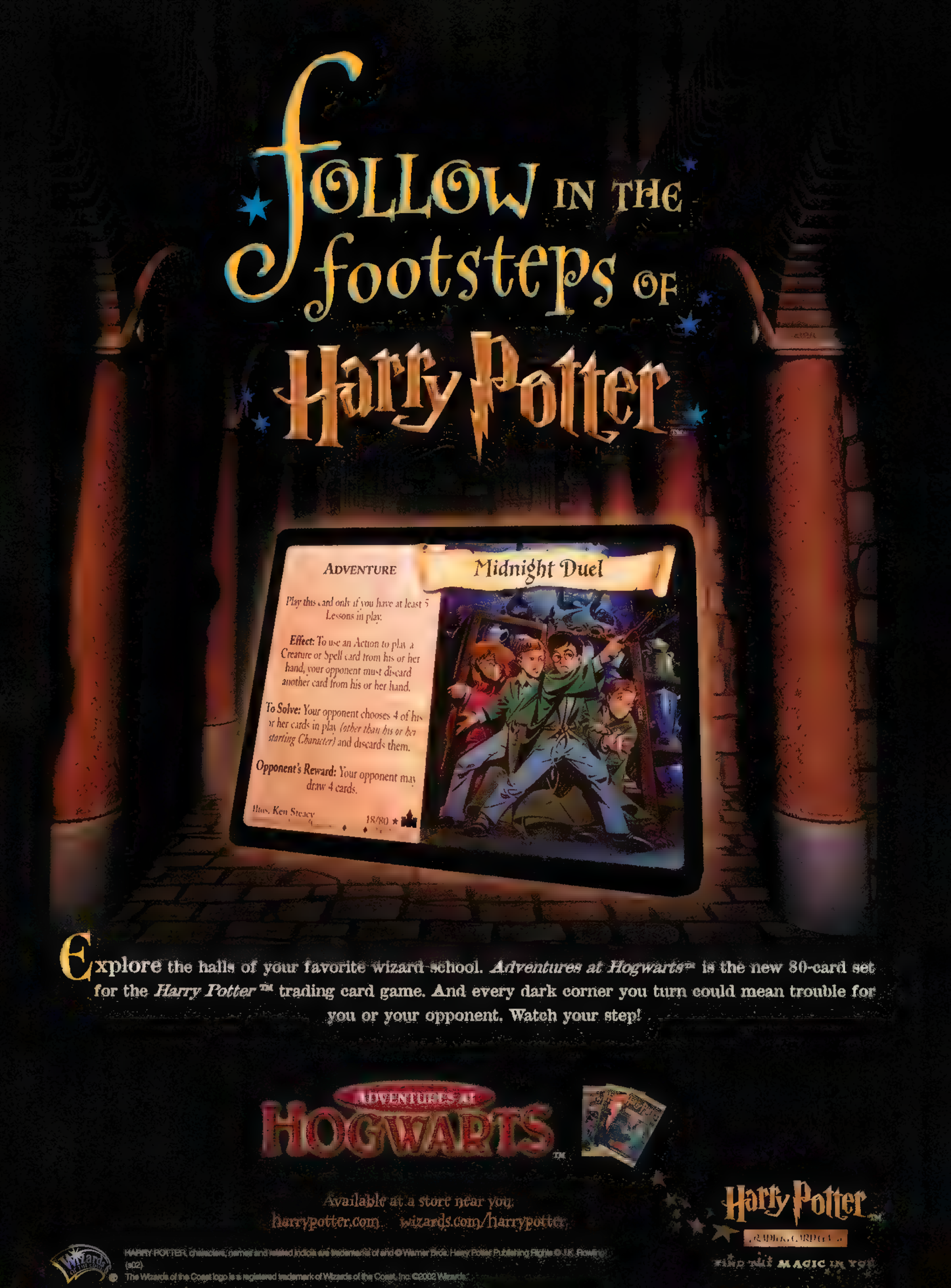
After her breakup with Justin, Britney was never quite the same again. —*Prisma Del Rosa*

You can be your own slave 4 u. I quit!—*Eddie Abell*

SCENES FROM E3 2002, LOS ANGELES



1. Hamtaro the hamster takes a break from his Cartoon Network show to ham it up at Nintendo's booth
2. Yes, Alan is full of hot air, but it's really a Slime from Dragon Warrior at Enix's booth
3. Kirby at Nintendo's booth
4. Activision's extreme sports pros: Kelly Slater, Shaun Murray, Mat Hoffman and Shaun Palmer (from left to right)
5. X-Men pose at Activision's booth
6. EA's Ty the Tasmanian Tiger
7. The UFC's Chuck Lidell at Crave's booth
8. A Medabot at Natsume's booth
9. A costume from the upcoming X-Men movie sequel on display at Activision's booth
10. Activision's Minority Report car
11. A full-size Hot Wheels car at THQ's booth



Follow in the footsteps of Harry Potter

ADVENTURE

Midnight Duel

Play this card only if you have at least 5 Lessons in play.

Effect: To use an Action to play a Creature or Spell card from his or her hand, your opponent must discard another card from his or her hand.

To Solve: Your opponent chooses 4 of his or her cards in play *(other than his or her starting Character)* and discards them.

Opponent's Reward: Your opponent may draw 4 cards.

Illus. Ken Steacy 18/80

Explore the halls of your favorite wizard school. *Adventures at Hogwarts*™ is the new 80-card set for the *Harry Potter*™ trading card game. And every dark corner you turn could mean trouble for you or your opponent. Watch your step!

ADVENTURES AT HOGWARTS™

Available at a store near you.
harrypotter.com wizards.com/harrypotter

Harry Potter™
TRADING CARD GAME
FIND THE MAGIC IN YOU

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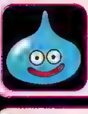
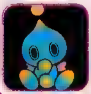
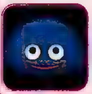
DIGITAL DOUBLES

We think everyone, including our chat hosts, has a look-alike from the video game world. E-mail us at poweron@nintendo.com and tell us which of the three characters shown looks most like each host, then visit nintendopower.com to do the same for eight more superstar chat hosts. You can even vote online for all 16 hosts!

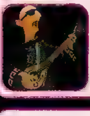
ALAN

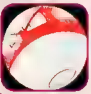
DOUBLE 1

SLIME
Dragon Warrior Series

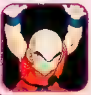
DOUBLE 2

CHAO
Sonic Adventure 2: Battle

DOUBLE 3

GOOEY
Kirby's Dream Land 3

ANDY

DOUBLE 1

MAN WITH GUITAR
The Legend of Zelda: Oracle of Seasons

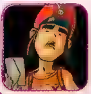
DOUBLE 2

VOLTORB
Pokémon

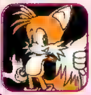
DOUBLE 3

KRILLIN
Dragon Ball Z

CHRIS

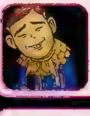
DOUBLE 1

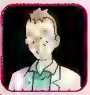
RICKY WINTERBORN
Wave Race: Blue Storm

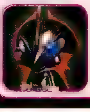
DOUBLE 2

POSTMAN
The Legend of Zelda: Oracle of Ages

DOUBLE 3

TAILS
Sonic Adventure 2: Battle

GEORGE

DOUBLE 1

HAPPY MASK SALESMAN
The Legend of Zelda: Oracle of Ages

DOUBLE 2

PROFESSOR ELM
Pokémon Gold, Silver and Crystal

DOUBLE 3

MAX
Bomberman Max: Red Challenger

JASON

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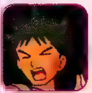
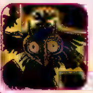
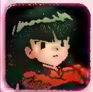

BROCK
Pokémon Puzzle League

DOUBLE 2

LONG
Bloody Roar: Primal Fury

DOUBLE 3

MAJORA'S MASK
The Legend of Zelda: Majora's Mask

JENNI

DOUBLE 1

SABRINA
Pokémon Puzzle League

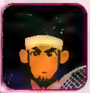
DOUBLE 2

NANA
Super Smash Bros. Melee

DOUBLE 3

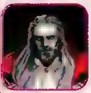
POISON MUSHROOM
Super Smash Bros. Melee

SCOTT

DOUBLE 1

HARRY
Mario Tennis (GBC)

DOUBLE 2

BANJO
Banjo-Kazooie

DOUBLE 3

DRACULA
Castlevania: Circle of the Moon

STEVEN

DOUBLE 1

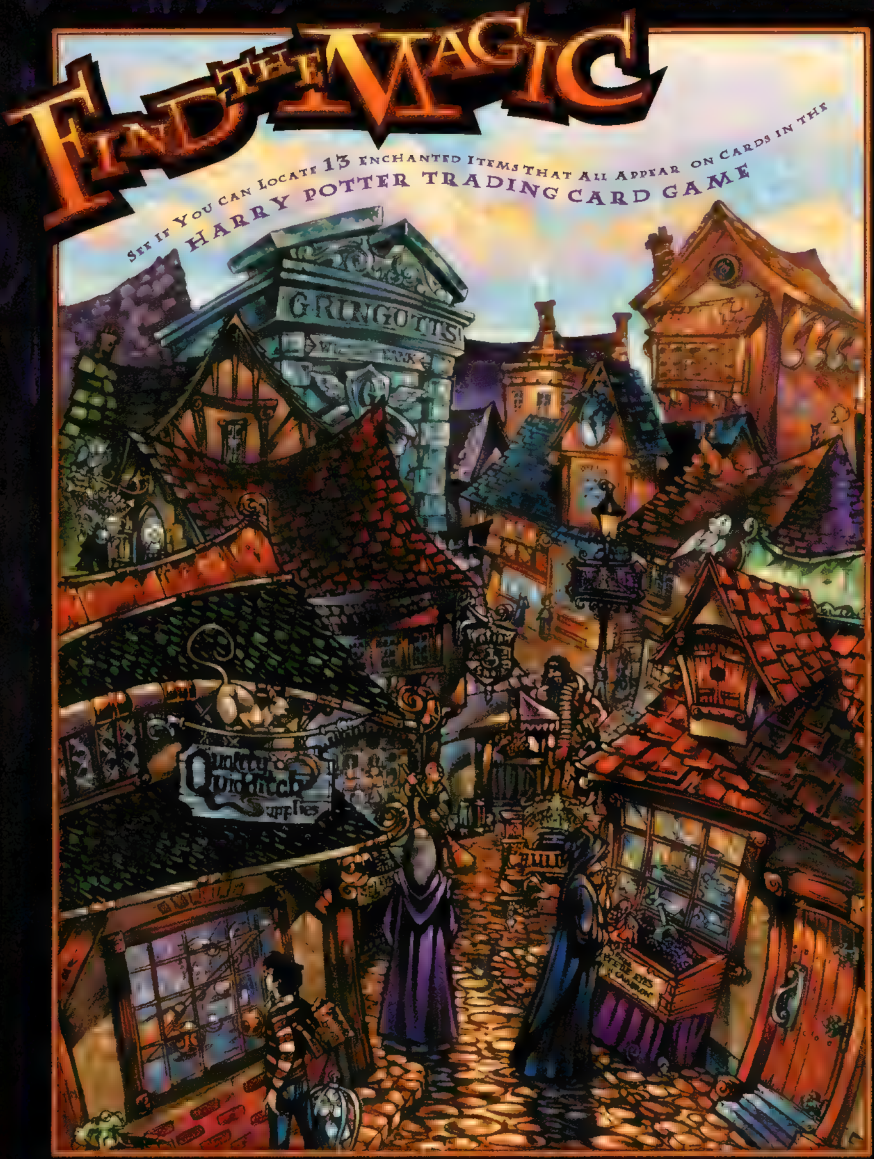
JIMMY NEUTRON
Jimmy Neutron: Boy Genius

DOUBLE 2

KIRBY AS GANONDORF
Super Smash Bros. Melee

DOUBLE 3

BIFF ATLAS
Luigi's Mansion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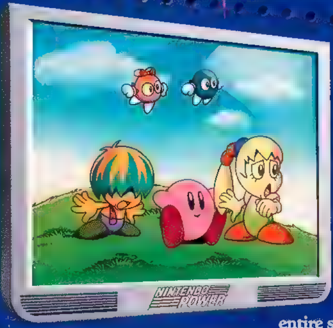
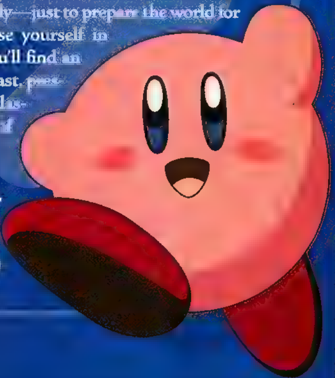
Big Blowout for the Pink Powerhouse!

kirbygames.com



Kirby's been busy for the last two years, scooping up crystal shards on the N64, tilting and tumbling on the Game Boy Color and breathing down everyone else's neck in Super Smash Bros. Melee on the GCN. But starting this fall, he's taking center stage like never before, with his own Saturday morning cartoon which premieres September 14 on the Fox network's new FoxBox Plus, he's featured in a new action-adventure game headed to Game Boy Advance in the fall—and in more games currently under development.

There's so much planned for the well-rounded hero that Nintendo is launching a Kirby megasite in mid-July—just to prepare the world for the latest rage! Prepare to immerse yourself in Kirby's world at kirbygames.com. You'll find an entire section devoted to his video games—past, present and future—and an interactive time line that goes all the way back to the 1992 classic, Kirby's Dream Land. You'll even find insider tips on how to make the most of Kirby's moves in Super Smash Bros. Melee.



The megasite will also include two other sections, TV Series and Main Characters, which will burst with details on the story basics and characters featured in the series. Then beginning this fall, you'll be able to get highlights of the latest episodes aired plus a glimpse of episodes to come. There are sure to be more website sections with lots of fun stuff—so check it out!

The Tech Connection

Nintendo pushed the technology envelope even further in June when it released the wireless WaveBird Controller, platinum Game Boy Advance and massive Memory Card 251. Looking for more info about it all? Our two newly designed websites, nintendogamecube.com and gameboyadvance.com, have the full scoop on all the latest tech news, whether you're attached at the hip to your GCN or your GBA—or both!

nintendogamecube.com

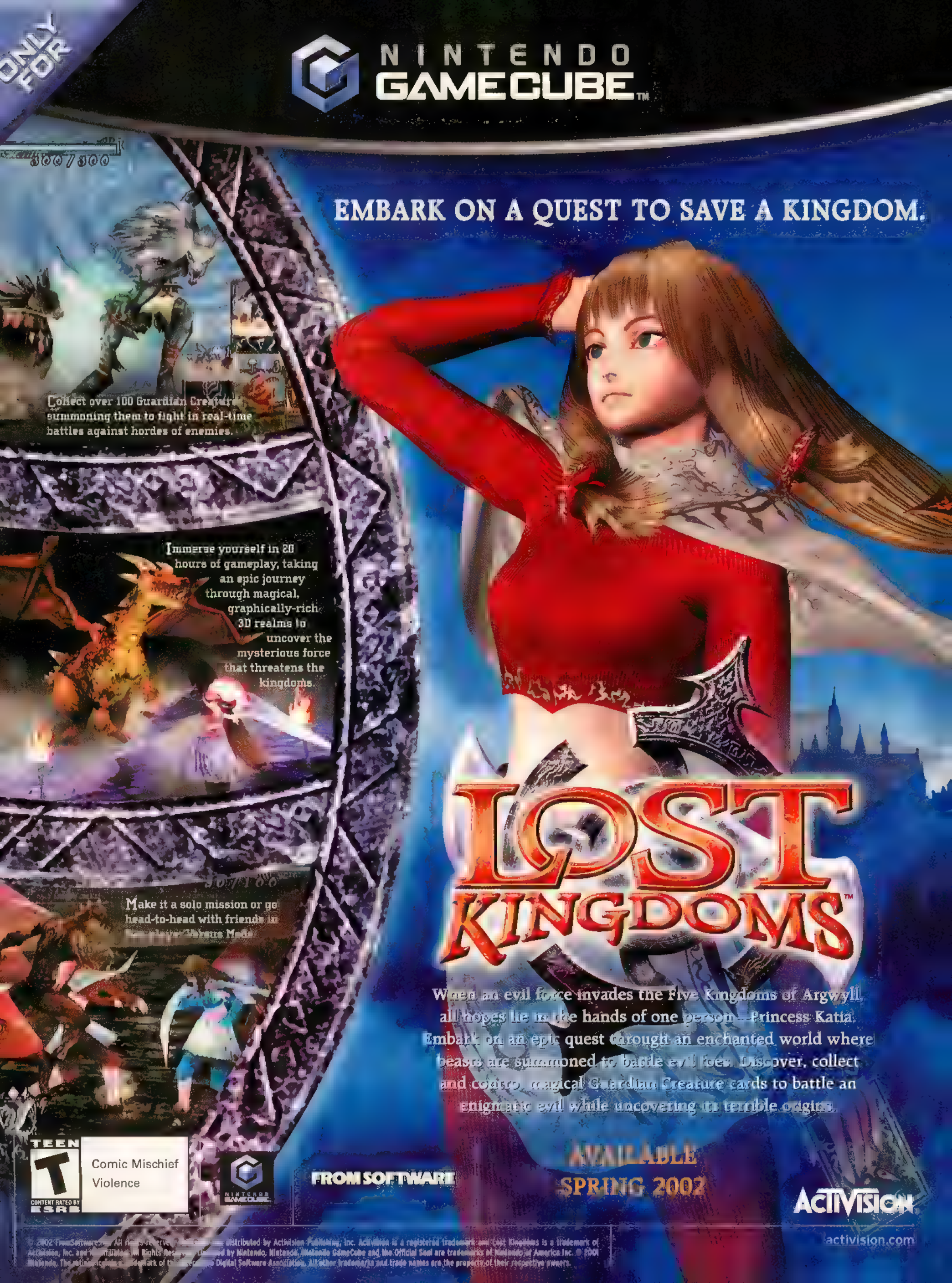
gameboyadvance.com

Power Up with a Sneak Peek

nintendo.com

You never know when Nintendo's about to break the latest batch of awesome screen shots from an upcoming game. Or do you? Lots of Nintendo superfans check nintendo.com every day for late-breaking shots, so it's not really fair to give you the scoop. But we'll give you a hint. Keep checking nintendo.com in late July. You might just catch some rays from Super Mario Sunshine.

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.



EMBARK ON A QUEST TO SAVE A KINGDOM.

Collect over 100 Guardian Creatures, summoning them to fight in real-time battles against hordes of enemies.

Immerse yourself in 20 hours of gameplay, taking an epic journey through magical, graphically-rich 3D realms to uncover the mysterious force that threatens the kingdoms.

Make it a solo mission or go head-to-head with friends in [illegible] Versus Mode.

LOST KINGDOMS™

When an evil force invades the Five Kingdoms of Argwyll, all hopes lie in the hands of one person — Princess Katia. Embark on an epic quest through an enchanted world where beasts are summoned to battle evil foes. Discover, collect and control magical Guardian Creature cards to battle an enigmatic evil while uncovering its terrible origins.

TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Violence

NINTENDO GAMECUBE

FROM SOFTWARE

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Nintendo Power brings you the final word on the gaming industry's biggest blowout event of the year, E^3. Everything we couldn't reveal in last month's preview is here.

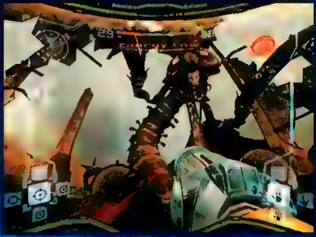
E3 2002

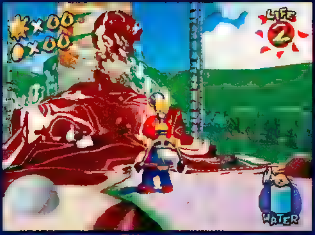
ELECTRONIC ENTERTAINMENT EXPO

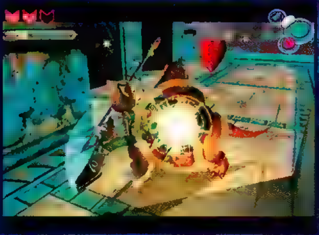
IT'S ALL ABOUT GAMES

Nintendo's booth was the hottest destination at E^3 last year because people got to see two new gaming consoles. This year at E^3, Nintendo was the main attraction because of its incredible lineup of games. The buzz in Los Angeles for three days in May was all about Zelda, Mario, Samus, Fox McCloud and the rest of Nintendo's giant franchises headed to Nintendo GameCube. And Game Boy Advance packed a mighty punch with games featuring Link, Samus and Yoshi due out this fall. There were plenty of surprises, too, such as innovative games that made the most of the connectivity between Nintendo GameCube, Game Boy Advance and new products, such as the e-Reader. It was the most impressive showing ever by the Big N, which proves that quality and quantity are both at hand for GCN and GBA owners.

Nintendo's offerings were backed by a glittering array of third-party games, including the full lineup of Sega Sports titles, amazing Harry Potter games from EA, a new series of Disney Sports titles from Konami, a frighteningly good title from Capcom, and surprise announcements from LucasArts, Activision, TDK, Take 2 and many other publishers. The superstar characters on this month's cover of NP tell the tale—the future for Nintendo GameCube and Game Boy Advance players is packed with hits. It was our first chance to play many of the games that you'll be playing in the fall and winter, and in this month's wrap-up coverage of E^3 2002, we'll give you our insights into the hits and surprises of the show along with views of what it's like to visit E^3.





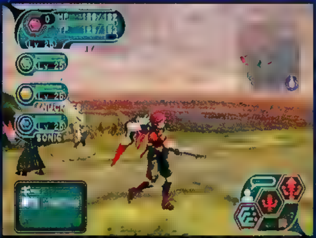


SURPRISES GALORE!

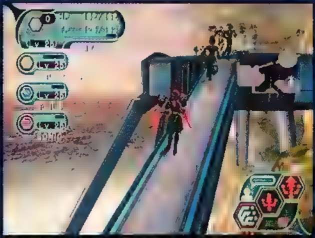
Just days before the show opened, Nintendo announced that it would release a modem and broadband adapter in September for an MSRP of $34.95. Then, during a speech at E³, Nintendo Company Ltd.'s new president, Satoru Iwata, revealed that there would be no licensing fees and that several publishers were already working on online games for Nintendo GameCube. The first game to support the online hardware will be Sega's Phantasy Star Online Episode I & II, which is scheduled to be released this fall. An image capture device for Game Boy Advance was another surprise. Although not currently scheduled for release, the device was demonstrated with a game called Stage Debut. Record a picture of your face with the GameEye, paste it onto a character in the game—voilà, you're ready to strut your stuff on stage. Alongside Stage Debut was Donkey Kong +, a game in which players create their own levels on the GCN for classic Donkey Kong play on the GBA. Roll-o-Rama demonstrated how game play could move between Game Boy Advance and Nintendo GameCube using the Nintendo GameCube Game Boy Advance Cable. Using the GBA as a motion-sensor Controller that is plugged into the GCN, players maneuver a ball along ramps and through mazes by tilting the GBA. If the ball falls off a ramp, you can catch it on your GBA screen. People also tried out the e-Reader for the first time, running special e-Reader cards through the device in hopes of winning a prize. Animal Crossing made its North American debut to much acclaim by showing off a truly new type of gaming experience. (You can find out more about this wonderful game in this month's preview.) Perhaps the biggest surprise of the show was the unveiling of an LCD screen that attaches to the Nintendo GameCube.

Although the small screen is not currently scheduled for release, Mr. Miyamoto talked about games in which each player would have a private screen. We should note that Stage Debut, DK + and Roll-o-Rama aren't curently on the release schedule.

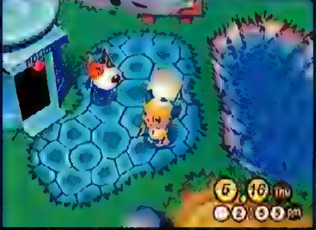
ELECTRONIC ENTERTAINMENT EXPO
E3



Phantasy Star Online Episode I & II is due to be released this fall. Although you can play the game with a GCN Controller, a peripheral keyboard for the game was displayed at E³.



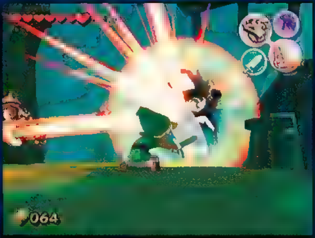
Phantasy Star Online Episode I & II will be the first GCN game to use the new Nintendo GameCube modem and broadband connector. Four players can also play locally using a split-screen mode.



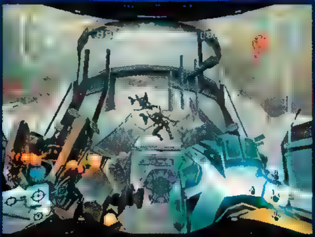
Animal Crossing, coming to the GCN this September, was probably the most innovative game of the show. Actually, it's more like living a second life than playing a game.

GIANTS AMONG GIANTS

The talk of the show, or the buzz, centered on three pinnacles of gaming at the Nintendo booth. The Legend of Zelda, Metroid Prime and Super Mario Sunshine were the giants among the giants. People waited for hours to play just a few minutes of the stellar trio of titles. The Legend of Zelda for GCN was tops on the lists of most people not just because it was a creation of Mr. Miyamoto or a return to Hyrule, but because it was the next step in the evolution of adventure games. The movement and expression of the characters come alive as never before in the new anime style of graphics. Far from seeming overly cute or immature, the new style creates what many at E^3 were calling the first real interactive cartoon. Unlike linear cartoons that are driven by story alone, The Legend of Zelda is a sprawling adventure that puts you in command of every action. The E^3 playable demo let players explore, complete tasks, hunt for treasure and battle foes. The powered-up spin attack of Link's sword is an awesome move, and the new telescope, which Link receives from his sister early in the game, is just one sample of the cool items you'll collect. The game is most likely to be released in Japan this fall and in North America in early 2003.



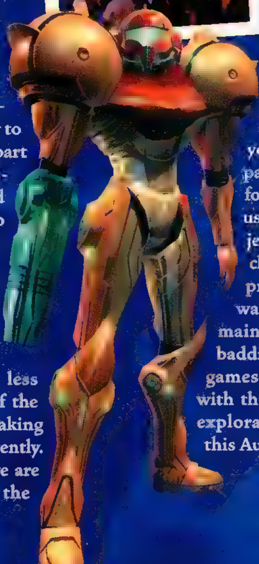
The special effects in The Legend of Zelda are spectacular. In the shot above, Link smites a foe with ensuing fireworks. Through gestures, facial expressions and sounds, Link displays a wide range of emotions, as well.

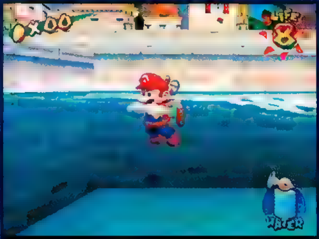


The derelict spaceship contains specimens in cryosleep and others that are wide awake and stalking Samus. Fortunately, you're well-armed with energy beams and a nifty targeting system that locks on to alien fiends.

Samus Returns

As for the long-awaited Metroid Prime for GCN, our first hands-on experience came just prior to E^3, and it was better than we'd ever hoped for. The game begins with some dramatic video as Samus Aran reaches a derelict vessel in space. Once you land, you'll shift into the first-person perspective seen through Samus's visor, which seems to wrap around you in a way that makes you feel as if you are really in the game. The visor itself has several modes, including a Scan Mode that allows you to get information from computer terminals and other points where data are available. As the first mission begins, Samus is armed with a standard power beam, a freeze beam and the ability to roll up and drop bombs. When you roll up, the perspective switches to third-person, which makes it easy to roll around obstacles. Apart from the out-of-this-world graphics, Metroid Prime treats players to background music and sound effects worthy of the *Alien* series of movies. You're all alone, bizarre alien specimens surround you in cryogenic containers, and less sleepy aliens leap out of the shadows, intent on making Samus go away permanently. All we can say is that we are definitely primed for the November release.





Mario is all wet in Super Mario Sunshine, but he's not swimming just to cool down. Mario's new water pump fills up when the heroic plumber takes a dip. It's a good thing he's on an island surrounded by water.

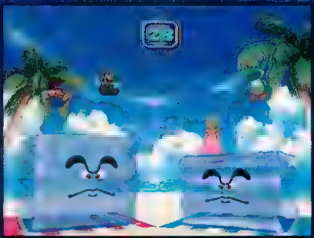
Mario on Vacation

Fortunately, we're going to be busy playing Super Mario Sunshine until Metroid Prime arrives. At first glance, Mr. Miyamoto's new Mario game for Nintendo GameCube seems to take a nod from the award-winning Super Mario 64. But beyond being brilliant 3-D adventures featuring a certain Italian plumber, the two games are really quite different. One of the biggest advances in Super Mario Sunshine is the range of actions that you can perform by using Mario's water pump. The water pump cleans up the ooze that you'll find in the tropical paradise, but it's also useful for getting around. You can use the water pump like a jetpack and fly over obstacles, or you can use it to propel a raft across the water. It's also one of your main weapons for attacking baddies. As in previous Mario games, the worlds are filled with things to discover, and the exploration begins in earnest this August.

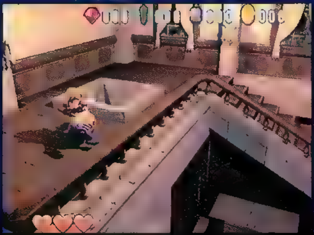
THE POWER OF N

The power of Nintendo is that the hits don't stop after two or three games. They just keep on coming. Sharing space and vying for playing time with the showgoers were plenty of other giant titles from Nintendo. Star Fox Adventures, scheduled for release in September, was even more refined than when last we played it at Space World. It's a huge action-packed adventure with wonderful battles and memorable characters. Wario World extends Wario's headbanging style of platform action to a 3-D world, where he must collect coins, battle nightmares and find his way out of a mess that he created through his own greed. Mario Party 4 adds 50 new minigames to the best-designed party series ever. There are new boards, exquisite graphics and big fun for four.

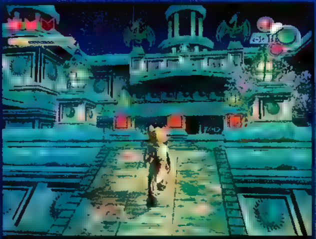
Animal Crossing, already a big hit in Japan, was a smash success at E^3 with avid gamers who had already heard the buzz about the game. You play it in real time, and something new may happen every day. Eternal Darkness: Sanity's Requiem was Nintendo's entry in the "Most Frightening Game of E^3" category. It's mysterious, full of action and creepy enough to drive mature gamers insane.



Mario Party 4 brings the fun of minigames to Nintendo GameCube with dozens of new offerings, new boards and brilliant 3-D graphics. With a room full of players, you'll want to have the new WaveBird Controllers on hand.



Wario finds himself in a nightmare world where his treasure has turned into enemies. One of the big surprises at E3, Wario World is headed to the GCN this fall.

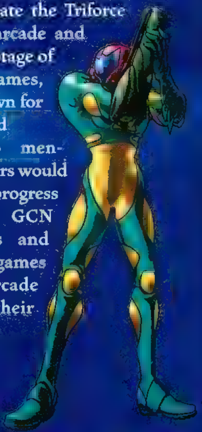


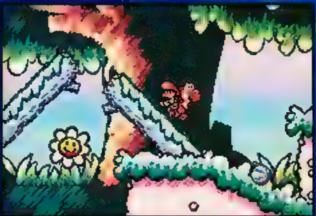
Star Fox Adventures is an epic action adventure from the wizards at Rare. Fox McCloud wields a powerful staff and directs his pal, Prince Tricky, to perform actions. The settings are extraordinarily detailed and large.

© 2002 Nintendo. Game by Rare. Rareware logo is a trademark of Rare.

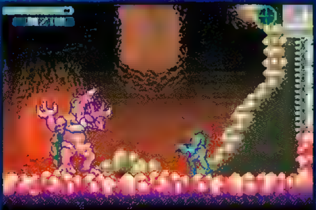
Small and Mighty

Just because their console is small doesn't mean that Game Boy Advance games can't be giants, as well. Of the upcoming GBA titles from Nintendo, none outshone Metroid Fusion, which brings back the original style of play of the Metroid series. You'll blast doors, jump over alien baddies, collect energy balls and missiles, freeze critters to form icy platforms, earn specialized weapons and so much more, plus the graphics are better than the graphics of Super Metroid. Yoshi's Island: Super Mario Advance 3 is the next in the successful series of reworked classics for GBA, and Disney's Magical Quest Starring Mickey and Minnie is a revamped Super NES classic that features superior action gaming. But probably the biggest surprise on the GBA front was the appearance of The Legend of Zelda: A Link to the Past with its four-player mode. Mr. Miyamoto demonstrated the multiplayer mode to huge audiences by inviting top developers from Capcom, Namco and Sega to join him on stage. Capcom is developing Zelda for Nintendo, and both Namco and Sega are working together with Nintendo to create the Triforce games for the arcade and GCN. In fact, footage of one of those games, F-Zero, was shown for the first time, and Mr. Miyamoto mentioned that players would be able to save progress on their own GCN Memory Cards and transfer their games between the arcade machine and their GCN at home.

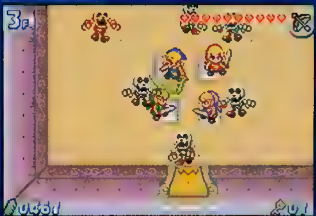




Yoshi must save the day, not to mention Baby Mario, in Yoshi's Island: Super Mario Advance 3 for GBA. It's a platform must-play.



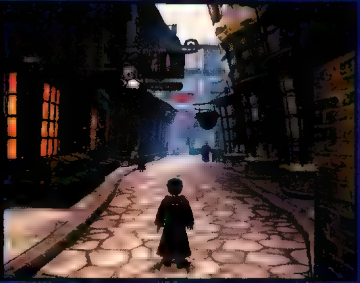
Metroid Fusion for GBA recreates the look and feel of Super Metroid, but it's all-new with improved graphics and incredible challenges.



Four Links? That's right. A new multiplayer mode has been added to the classic adventure of The Legend of Zelda: A Link to the Past.

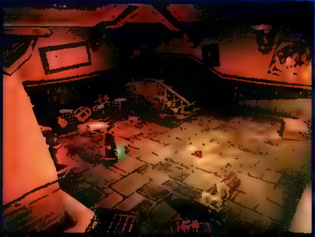
HARRY POTTER GCN

A few days before E^3, Nintendo Power visited the Electronic Arts U.K. office near London for an exclusive look at Harry Potter and the Chamber of Secrets for Nintendo GameCube and Game Boy Advance. What we saw was pure Potter magic.

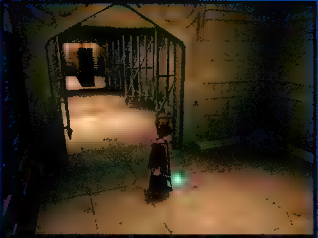


Being Harry Potter

"C'mon Harry, hit the glass jar with Flipendo." As the Weasley brothers give advice to wizard-in-training Harry Potter, Stuart Whyte, senior producer at Electronic Arts, demonstrates Harry's stunning Nintendo GameCube debut. The adventure, based on the second book in J. K. Rowling's phenomenally popular series, follows Harry as he embarks on his second year at Hogwarts School of Witchcraft and Wizardry and uncovers the secrets that surround a mysterious subterranean chamber. "Getting the central character right has been a real focus for us," explains Whyte. "These games actually give you the chance to be Harry Potter, so we wanted to really bring him to life." For two years, programmers and animators have been perfecting Harry's moves to make sure that players can identify with the character and intuitively guide him through the adventure. They started by placing the character in an empty white room to get his idle animations and movement just right, and have been adding new animations and environmental interactions ever since.



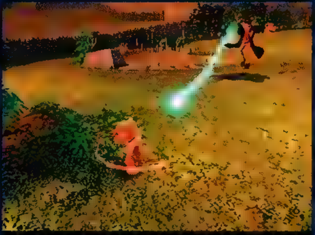
Exploration plays a big part in Harry's GCN adventure. By searching his surroundings he'll find a lot extras, such as wizard cards.



The environment is filled with mysterious passageways. Harry can find some new routes with the help of the Luma spell.

A Magical Adventure

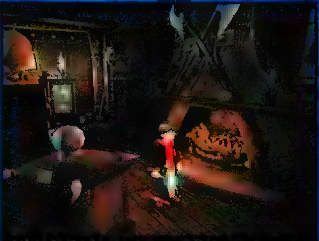
The goal of the Harry Potter team at EA is to make games that stand by themselves as great adventures and also fit within the context of the Chamber of Secrets. Says Whyte, "The world of Harry Potter is a great world to work in since there are so many wonderful things to draw from." The adventure begins with a "degnoming" exercise in the Weasleys' Burrow and continues with an encounter that is not featured in the book, a wizard duel with an enchanted washing machine.



Harry stuns gnomes with a Flipendo spell first, then picks them up, spins and tosses them out of the Weasleys' backyard.

Cloaked Encounters

Harry, Ron Weasley and their friend Hermione Granger spend much of their time sneaking past the Hogwarts authorities in the Harry Potter books. Stealth also figures prominently in the Chamber of Secrets GCN game. Harry learns the art of navigating an environment unnoticed while retrieving an item for Ginny Weasley in a Diagon Alley shop, and perfects his skills in the halls of Hogwarts. The game introduces interesting play mechanics, such as stealth, in simple encounters, then adds more elements that escalate the tension and suspense.



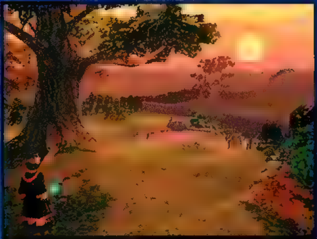
After his first experience with Floo powder, Harry drops into Borgin and Burkes Dark Arts shop, where he hides from Draco Malfoy. Stealth is an imporant aspect of the game.

Be the Snitch

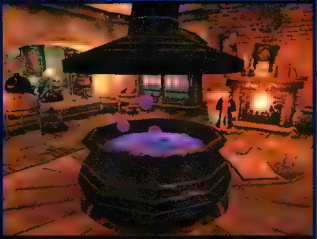
"Our take on Quidditch is not as much a Quidditch simulation as it is a Seeker simulation," says Whyte, referring to Harry's position in the most popular sport at Hogwarts. As the game plays out in the background, Harry chases the Golden Snitch on his Nimbus Two Thousand, gaining speed as he passes through energy rings. Flying figures into the adventure, too, by giving Harry an easy way to cover a lot of ground in a hurry.

Harry Potter Plus

While only four of seven planned Potter books have been published, the game's designers have been able to consult with the author for unpublished information, which has given them an even richer world to work with. "J. K. Rowling has given us extended fiction which lists a lot of stuff that has really filled out the adventure for us—spells, potions, wizard cards and creatures," says Whyte. Players will be able to experience those added elements when the game is available, in time for the movie's release on November 15th.



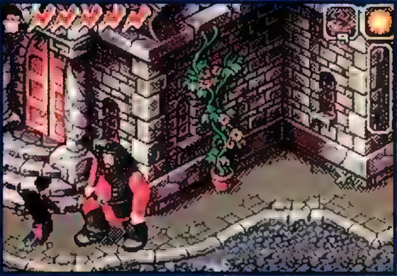
Harry looks over the Weasleys' backyard before a spirited degnoming begins. J. K. Rowling offered new information to the team about the world of Harry Potter.

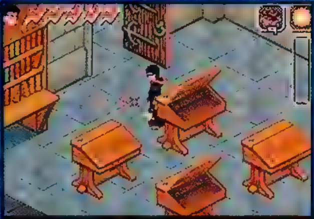


A bubbling cauldron sits in the middle of one of the many Diagon Alley shops. After an adventure in the alley, Harry moves on to Hogwarts.

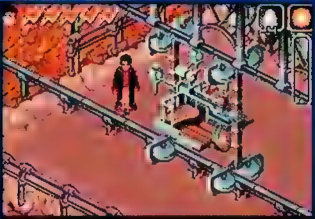
HARRY POTTER GBA

The Game Boy Advance take on Harry Potter and the Chamber of Secrets offers a different set of adventures from the GCN game, including a journey to the gringotts underground. There are also some surprises in store that involve GBA/GCN connectivity.

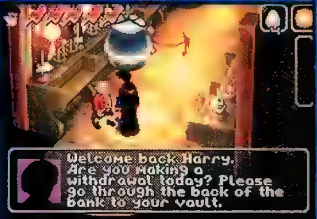




Harry Potter and the Chamber of Secrets for GBA is an isometric 3-D adventure, with much of the action taking place in the halls and classrooms of Hogwarts.

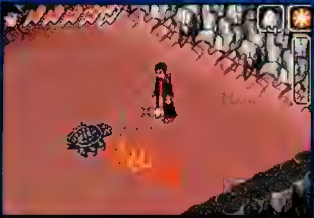


Pools of lava and a complex set of pipes create a mazelike course that Harry must solve on his way to the vault.

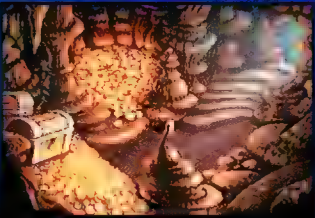


Welcome back Harry. Are you making a withdrawal today? Please go through the back of the bank to your vault.

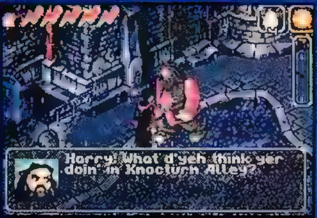
A Gringotts goblin points Harry in the direction of his family's vault. Adventure awaits in the Gringotts underground.



The underground caverns of Gringotts are packed with dangers, including flame-throwing fire crabs.



The Potter family fortune will finance Harry's Hogwarts tuition and all of his Diagon Alley purchases.



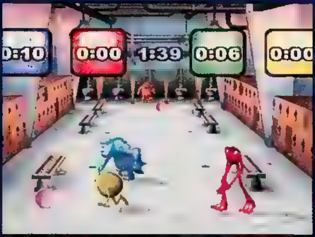
Harry! What d'yeh think yer doin' in Knockturn Alley?

After a wrong turn into Knockturn Alley, thanks to inexperience with Floo powder, Harry follows Hagrid to Diagon Alley.

BREAKING NEWS BEYOND NINTENDO

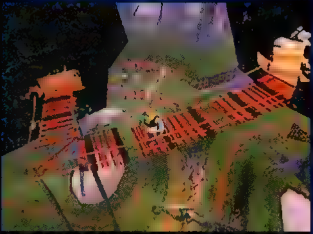
There are always some surprises at E^3—the appearance of games that weren't announced prior to the show—and this year saw an unprecedented number of exciting Nintendo GameCube titles from third-party publishers that seemed to pop up out of nowhere. Leading the pack was *Star Wars* Jedi Knight II: Jedi Outcast, a third-person adventure from LucasArts, which is scheduled to arrive next winter or spring. Take 2 had playable versions of Conflict: Desert Storm, in which players control a squad of Delta Force or SAS commandos during Operation Desert Storm. For virtual duffers, Eidos had a playable Fresh Games Golf and Simon & Schuster showed off Outlaw Golf. Although both games boast an irreverent look and feel, the actual golf is up to par with more traditional links sims. TDK Mediactive announced that Shrek: Extra Large was coming exclusively to GCN along with Masters of the Universe: He-Man: Power of Grayskull. Shrek is a third-person adventure that takes place in 10 areas and features crude, ogreish activities such as burping and fowl tossing. The He-Man game not only had the longest title we saw at E^3, but racing levels that let us go head-to-head on the Battle Cat or Battle Hawk against Skeletor or Panthor. TDK also showed a very cool adventure game based on DC Comics' Aquaman, entitled Aquaman: Battle for Atlantis. Players pilot subs and engage in hand-to-hand underwater combat. THQ unveiled a BattleBots game in which players get to build and battle their own bots and take on the CPU or other players. It's due this September or October. While sniffing around THQ's booth, we also got a chance to play Monsters, Inc. at long last, which turns out to be a dodgeball game that pits characters from the movie against each other. Great fun! Acclaim announced sequels to Legends of Wrestling and Burnout. Burnout 2: Point of Impact promises even more outrageous crashes and many new roads while Legends II will see comedian Andy Kaufman enter the squared ring. Die Hard Vendetta—a first-person shooter—was on display at Fox. E.T. the Extraterrestrial: Search for Dragora was at NewKidCo, and an impressive early build of Backyard Football 2002 for GCN was at Infogrames. Perhaps the biggest surprise of all was James Bond: Nightfire at EA Games. The original plot of Nightfire is conveyed in some of the best cinematic cuts ever combined with 3-D gaming action. There are lots of new gadgets, the graphics are maxed out for GCN and the action takes you from below the sea to outer space. We didn't expect Ubi Soft's Project BG&E, either. In the futuristic GCN game designed by Michel Ansel (the creator of the Rayman series), the heroine earns money by photographing rare, alien animals, then uses the proceeds to buy equipment that will help her solve the mystery behind the game's plot. There's freedom to explore and plenty of intrigue.

Take 2's Conflict: Desert Storm recreates historical situations from the Gulf War. Players use special combat forces to cripple SCUD launchers and other weapon systems.

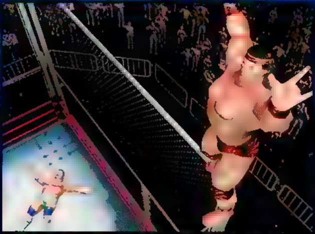


Dodgeball will come to the GCN this fall when Monsters, Inc. from THQ debuts. Players earn points for hitting opponents with the big pink balls. The simple control functions make it perfect for multiplayer fun.

James Bond: Nightfire is the next installment in 007's growing library of must-play shooters. Nightfire is the biggest effort yet from EA Games. It contains missions, vehicles, multiplayer and 45th Anniversary surprises.



Shrek's GCN adventure follows the animated ogre from the silver screen on a new quest. He'll have to leave his beloved swamp in the Nintendo GameCube exclusive.



Acclaim's Legends of Wrestling will return later this year with a second installment of grappling greatness in Legends of Wrestling II.

Strange alien creatures roam the mysterious world of Ubi Soft's Project BG&E, the latest adventure designed by the creator of Rayman.

THE GCN TREASURE TROVE

One of our favorite games, of course, was EA's beautiful GCN version of Harry Potter and the Chamber of Secrets, previewed in this article. Equally impressive but on the other end of the gaming spectrum was the stunning Resident Evil 0 from Capcom. A prequel to the original RE, Zero involves two characters that players must switch between. If one character is eliminated, the game ends. The graphics are beyond anything we've ever seen for a next generation game, and the game play offers far more variety than Resident Evil while capturing the intensity and horror of the series. Also from Capcom, Capcom vs. SNK2 EO will make Street Fighter fans rejoice. The control scheme mimics arcade action with special moves tied into 16 directions of the Control Stick. Sega's games were pretty much phenomenal all down the line. The complete sports lineup is on the way to GCN, including NHL 2K3, NBA 2K3, NFL 2K3, NCAA Football 2K3 and NCAA Basketball 2K3. Each game will be released at the start of the season for that sport, and the football and basketball games will be able to share data between the college and pro games, so you can create and grow characters from college and send them to the pros. Sega's other standouts were Phantasy Star Online Episode I & II, which is scheduled for release this fall, and Super Monkey Ball 2—a welcome sequel with great new minigames, such as Monkey Soccer and Monkey Boat Race, and a new Story Mode with 150 new Monkey Ball puzzles.

CAUTION
LIGHT DROP
72
Freekstyle from EA Sports is an extreme take on motocross. Fantasy tracks include impossibly huge jumps. You'll need the air to perform the 100 jaw-dropping stunts. There are three freestyle modes, eight riders and six tracks.

EA's sports lineup was also very impressive with football sims NCAA Football 2003 and Madden NFL 2003 and great racing titles in the form of NASCAR Thunder 2003 and F1 2002. But the real standout was a fantasy sports title called Freekstyle, which made us think of SSX Tricky on two wheels. Konami also is headed to Nintendo GameCube with a new spin on sports games. The Disney Sports lineup debuted at E^3 with several samples of wonderfully wacky play. Wackiness also came up in an early version of Conspiracy's Tiny Toon: Defenders of the Universe for GCN, developed by Treasure in Japan. The game is scheduled to be released this fall, and it will include both competitive and cooperative two-player game play as well as single-player adventures. The Tony Hawk juggernaut at Activision continued to roll with an updated and refined Tony Hawk's Pro Skater 4. Activision also surprised us with an early playable version of X-Men: Wolverine's Revenge, in which players scratch out a living with adamantine claws.

Don't try this on your own skateboard. Save the skitchin for Tony Hawk's Pro Skater 4 from Activision where it's perfectly safe. The fourth THPS in the series has better graphics and more options than ever before.

The GCN Force

At LucasArts, *Star Wars*: The Clone Wars and *Star Wars*: Bounty Hunter were playable and very fun, as expected. The Clone Wars features Mace Windu, Obi-Wan Kenobi and Anakin Skywalker in 16 missions, including a trip to the Wookie homeworld. Players also get to drive and fly a wide range of craft from spaceships to speeders. In Bounty Hunter, players take on the role of Jango Fett in 18 action levels, including missions on Tatooine and Coruscant. LucasArts also gave us early yet intriguing peeks at the combat RPG, Gladius, and RTX Red Rock, a third-person adventure.

We spent more than our share of time playing TimeSplitters 2 from Eidos. The game is a first-person shooter, but it is so finely crafted by the team at Free Radical that it will be considered by many to be the next step up from GoldenEye 007. We also got a kick out of Ubi Soft's XIII, which has cel-shaded graphics, dramatic cut scenes and a complex plot involving amnesia, secret agents and the President of the U.S.A. TDK's Robotech: Battle Cry looked like a Japanese anime sci-fi feature. Dragon's Lair 3-D also had a cel-shaded look like that of the original game. Dirk has far more to do in the updated classic, but every step may still be his last. Another classic was Godzilla: Destroy All Monsters Melee at Infogrames. It's a GCN fighter with some great twists (the monsters take damage when tanks explode). In Majesco's BloodRayne, players take on the role of a Nazi-hunting vampire that uses martial arts, weapons and hollow fangs to destroy and drain enemies. At BAM! Entertainment, Reign of Fire lured long lines of showgoers who wanted to play as either humans or dragons. Finally, at Simon & Schuster, we got our hands on an early version of Darkened Skye, a fantasy adventure with stunning video and quirky characters.

TimeSplitters 2 from Eidos is an almost perfect balance of great game play (shooter style), clever episodes that take players from the past to the future, and unbelievable multiplayer options. We couldn't get enough of it.

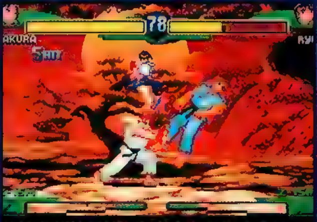
BUT WAIT, THERE'S MORE . . .

Lest you think that we're ignoring Game Boy Advance in our whirlwind tour of E^3 goodness, it's time to consider some of the most exciting GBA titles from third-party publishers. In fact, the first title isn't even a game. It's a peripheral MP3 Player/Karaoke Machine from Kemco. That's right. This fall you'll be able to store your favorite tunes in your GBA and sing along with them in perfect pitch, that is if you have perfect pitch. (Kemco's device may be good, but it can't turn you into a diva by itself.) Of course, you won't have much time for singing if you get all the GBA hits coming from THQ this fall. Check this out: Phantasy Star Collection, Altered Beast, Crazy Taxi, Space Channel 5, Sega Smash Pack, Baseball Advance, Super Monkey Ball, Hot Wheels and something like a million Nickelodeon games. Not to be outdone, Destination Software has been busy putting together an awesome GBA library with versions of Wing Commander, Medal of Honor, Freekstyle, Smuggler's Run and another very popular game licensed from Take 2 that involves car chases and legally challenged drivers. Hmmm? Destination is also beginning work on a GBA version of SimCity 2000, Baldur's Gate, Need for Speed and Road Rash. Bring 'em on.

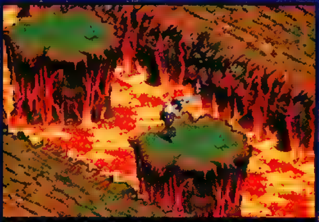
Ubi Soft, hearing the challenge from THQ and Destination, are answering with another superstar lineup of GBA titles: Disney's Treasure Planet, The Mummy (based on the animated series), Moto Racer, Disney's Lilo and Stitch, Colin McRae Rally 2.0, Rayman 3 and Crouching Tiger, Hidden Dragon. Other standouts for Game Boy Advance included Duke Nukem Advance from Take 2, Dungeons & Dragons: Eye of the Beholder from Infogrames, Ecks vs. Sever 2 and A Sound of Thunder from BAM! Entertainment, Spy Kids from Disney Interactive, Metro3D's Wings and Defender of the Crown, and Mega Man Zero, Super Ghouls 'n Ghosts and Street Fighter Alpha 3 from Capcom. By the end of the year, there will be over 300 GBA titles available. Talk about giants!

THQ's Sega connection is paying off bigtime for GBA fans this fall. In Altered Beast, you'll collect Essence and transform into beasts.

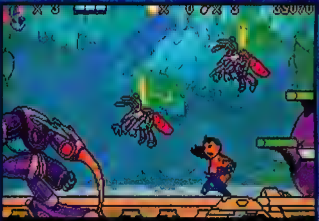
Golden Axe is just one of the games that you'll find in THQ's SEGA Smash Pack for GBA. You'll also find Ecco the Dolphin and SonicSpinball.



Perhaps the greatest fighting game ever is soon to appear on GBA. Capcom's Street Fighter Alpha 3 is fast and furious fun.



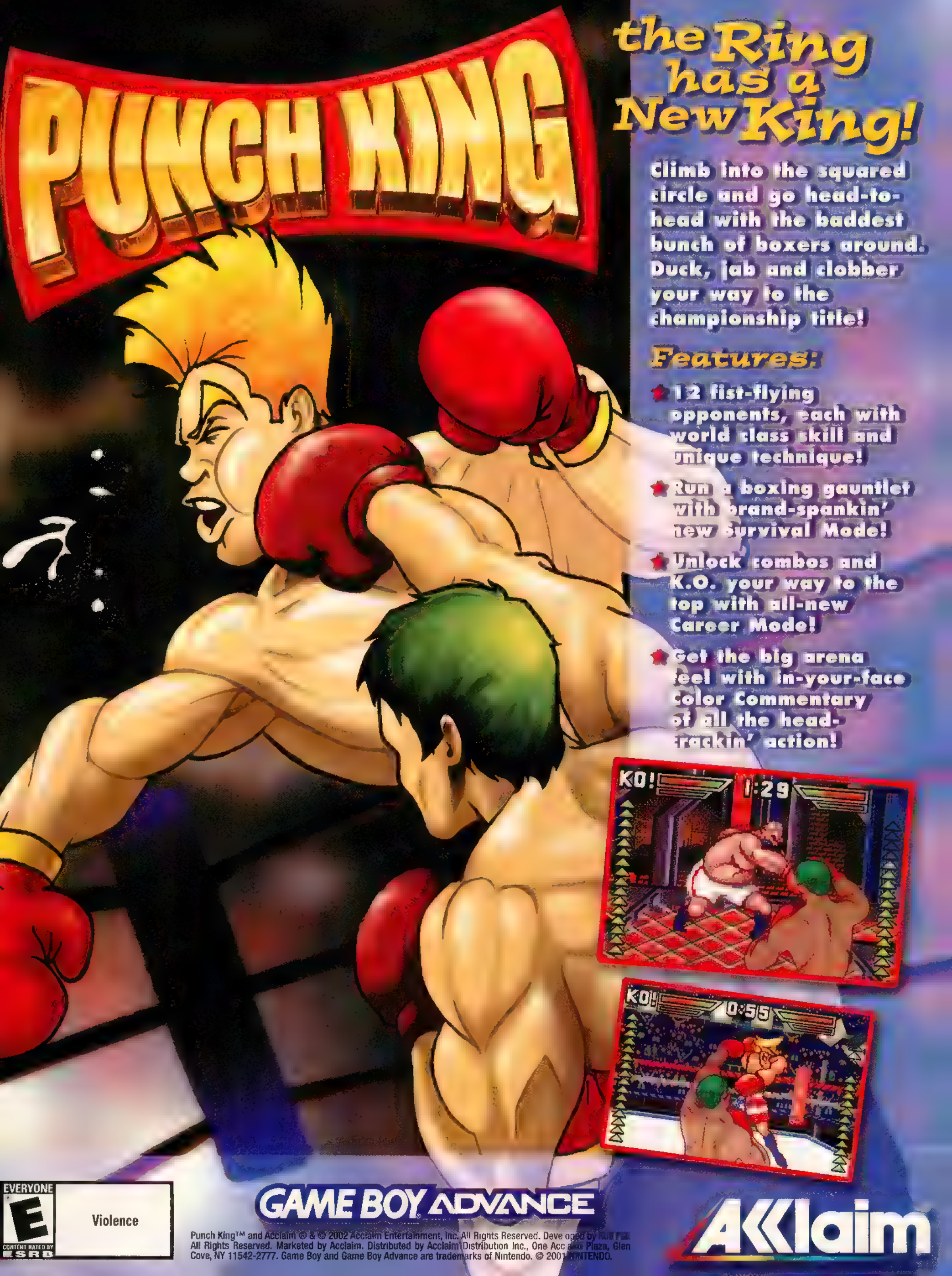
Based on a Ray Bradbury story and an upcoming movie, A Sound of Thunder from BAM! is an action game in a world gone crazy.



Disney's summer animated film, *Lilo and Stitch*, comes to Game Boy Advance as a colorful platformer.

THE FINAL WORD ON E^3

Round-up articles may give you a sense of what happened at an event, but E^3 2002 was so big and had so many titles for GCN and GBA that there's simply no way to cover all that we saw in detail. You'll have to wait for NP's regular preview and review machinery to kick into high gear over the next several months to get the full scoop. One thing is for certain—it's going to be the best year ever for Nintendo games, and we can't wait to share all the great games with you in upcoming issues.



the Ring has a New King!

Climb into the squared circle and go head-to-head with the baddest bunch of boxers around. Duck, jab and clobber your way to the championship title!

Features:

- 12 fist-flying opponents, each with world class skill and unique technique!
- Run a boxing gauntlet with brand-spankin' new Survival Mode!
- Unlock combos and K.O. your way to the top with all-new Career Mode!
- Get the big arena feel with in-your-face Color Commentary of all the head-crackin' action!

EVERYONE
E
CONTENT RATED BY
ESRB

Violence

GAME BOY ADVANCE

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Acclaim

SMUGGLER'S RUN®

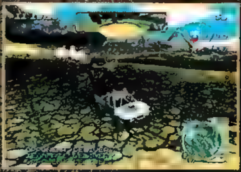
WARZONES

2002 Take 2 Interactive

OFF-ROAD AND ON THE EDGE, ROCKSTAR'S DRIVING ADVENTURE LEAVES THE COMPETITION IN THE DUST.

DARING DELIVERY

Miles of desolate valleys and treacherous peaks stretch out in every direction. Your off-road runner is tricked-out, turbo-charged and ready to leave your competitors in mangled heaps. You've entered Smuggler's Run: Warzones, from Rockstar Games and Angel Studios, and you are about to experience contraband smuggling at its most intense. Join a smuggling operation, take on members of competing gangs and get to the delivery point with cargo intact.



TROPHY TRUCK

The large cargo area in the back of the V-8-powered Trophy Truck is built for big deliveries. Good suspension ensures a smooth ride and decent handling. The big engine may not provide the best acceleration available, but it does give the truck a high top speed.

WAR STORIES

Featuring more environments, more missions and more weapons than previous Smuggler's Run games, Smuggler's Run: Warzones is a large-scale battle that centers on the transportation of contraband. As a driver for an elite international smuggling ring, you've got to perfect your driving skills in dangerous situations, find safe [illegible] and avoid armed rivals. A sordid story unfolds, from mission to mission, revealing the true nature of your operation.

The explosive action heats up as you complete missions and learn more about your team's operation. Eventually, you'll discover the story behind the [illegible] contraband and what it will be used for.

LAW ENFORCEMENT DETECTED
LAW ENFORCEMENT DETECTED

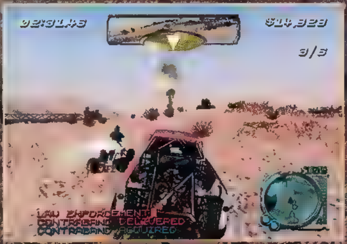
JEEP

Nothing beats the four-wheel-drive perfection of the Jeep. With a high torque engine and a lightweight frame, it's got great acceleration and handling. If you want to get to the top of the mountain in a hurry, take the Jeep.

LOAD UP, LOCK ON AND RUN

Dangerous pickups and [illegible] the action of Smuggler's Run: Warzones, and [illegible] as you cross the war-ravaged field. You must get to it [illegible] it or before your allies cut their losses and move it to another pickup location. After you make the pickup, you must fight off the law and the lawless with countermeasures and with [illegible] as you make your way to the drop-off point.

OPPONENT PICKUP



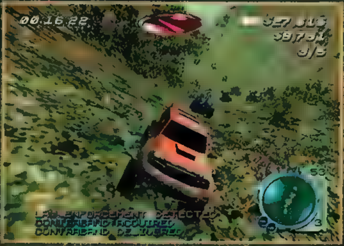
The yellow arrow at the top of the screen points to the contraband pickup. Sometimes it stays in one place. Sometimes your allies or enemies take it on the run. After you collect the contraband, a red arrow will point to the drop-off area.

SUV

The most versatile and balanced vehicle available tears over tough terrain with all-wheel-drive and a V-8 with a big block. It may not excel in a single category, but it will provide good performance in any situation.

EXTREME ENVIRONMENTS

With five massive environments that span the globe, Smuggler's Run: Warzones covers much more ground than its predecessors. If you see a ring of mountains in the distance, you can drive up and over those mountains and see what's on the other side—that's huge! Warzones include hot spots in Eastern Europe and Vietnam, with an unlockable series of battles in North America. You'll wind your way through war-torn villages, ornate temples, massive ruins and plenty of nooks, crannies and hiding places. You'll also face open spaces where there is nowhere to hide and where only your superior driving abilities will get you out of a jam.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LAW ENFORCEMENT DETECTED
CONTRABAND ACQUIRED
CONTRABAND DELIVERED

When you're climbing up and down steep slopes, it pays to have an all-wheel-drive vehicle.

RALLY CAR

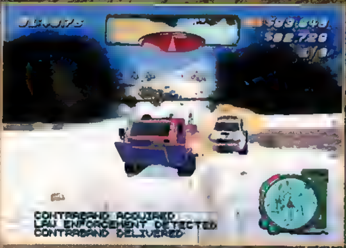
The turbo-charged Rally Car is a high-speed desert racer with precise handling and front-wheel drive. What the car lacks in power and armor strength it gains in acceleration and a speedometer-breaking blur of motion.

ATV QUAD

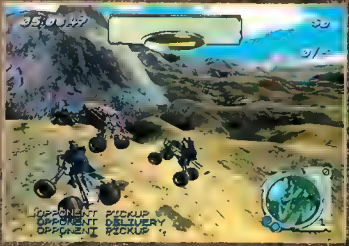
Providing little protection from direct hits, the ATV Quad relies on impressive speed and solid handling in dangerous areas. The ATV Quad pilot must have good evasive skills to make it through dangerous areas alive.

MILITARY VEHICLE

The all-wheel-drive Military Vehicle with four-wheel independent suspension is a surprisingly smooth ride. Its massive armor absorbs big hits so that they are hardly noticeable.


CONTRABAND ACQUIRED
LAW ENFORCEMENT DETECTED
CONTRABAND DELIVERED

In your effort to deliver cargo and elude enemies, you'll encounter all types of weather and terrain.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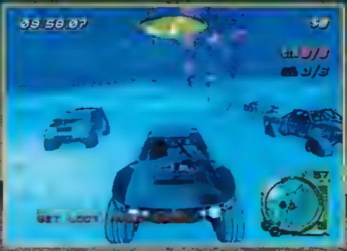
OPPONENT PICKUP
OPPONENT DELIVERY
OPPONENT PICKUP

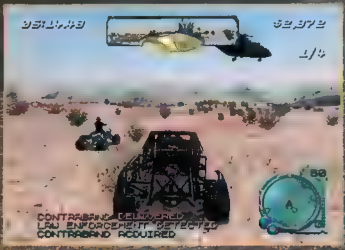
Intense missions take place in intense environments. At times, you'll spend as much time in the air as you do on the ground.

MASSIVE MISSIONS

Move contraband, pick up cargo and take it to the destination before rival gangs, or law enforcement, can steal away your contraband. Escort missions, ally chase missions, nighttime exercises and other mission types add to the action mix. Some missions take you through critically dangerous terrain, lined with heavily armed enemies or mine fields. With mission success, and special collectible tokens, you'll unlock customization items, vehicles and bonus missions.



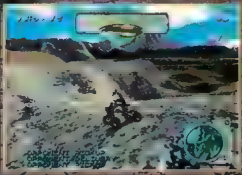
Some areas are too dangerous to cut through in the daytime. Occasionally, we'll take to the field under the cover of night.



Some missions are controlled by helicopter-flying operatives. If you don't get to the cargo in time, the helicopter will pick up the cargo and take it to another location.

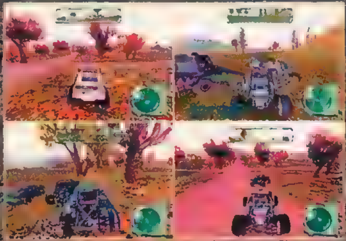
SUPER BUGGY

Excelling in speed, handling and durability, the Super Buggy is a fuel-burning monster machine. With a high-revving engine and four-wheel independent suspension, the vehicle offers a wild, unforgettable ride.

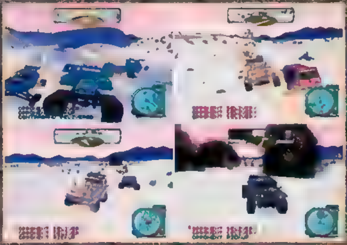


FOUR CAN PLAY THAT GAME

The action heats up when several players join in. Up to four participants can compete at once in split-screen multiplayer modes. The Domination game challenges players to race through an obstacle course on a massive scale. The first player across the finish line wins. The Fox & the Hounds game puts one player in charge of a contraband load with the goal of keeping it from the other players by all means necessary. It's a game of blazing speed on a dangerous playground for superhigh stakes.



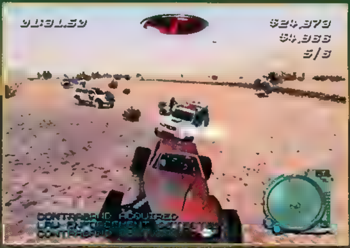
Four-player split-screen action is intense, especially when all of the vehicles are bunched up and heading for the same destination.



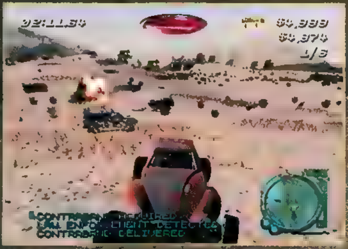
Like the single-player missions, multiplayer games take place in extreme environments and conditions.

YOU'VE GOT A TAIL

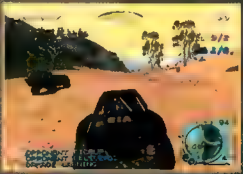
When you've got something that other drivers want, you attract a crowd. The best way to shake off your competitors is with high-tech countermeasures. Smuggler's Run: Warzones features twice the number of countermeasures of earlier Smuggler's Run games. Oil slicks and acid drops send a trailing vehicle spinning out of control. A Cloaking Device allows you to make deliveries undetected. Nitro-Boosts and Vertical Boosts help you conquer environmental obstacles and create distance between you and other drivers.

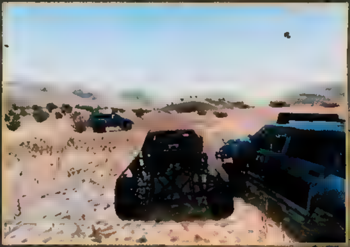


At times, several enemy vehicles will be hot on your tail. You've got to outwit them with evasive maneuvers or countermeasures.



If you can survive the dangers of a mine field, you may be able to shake your pursuers by leading them into the explosive traps.





In addition to rival smugglers, you'll also have to look out for law enforcement.

MASSIVE TRUCK

Power, strength and incredible acceleration make the Massive Truck an unstoppable force in heavy combat situations. A supercharged V-8 in the front and four-wheel drive underneath give the truck the ability to climb over rubble from a dead stop and make a quick escape.

DRIVING TUNES

Intense driving action calls for an energy-packed sound track. The music in Smuggler's Run: Warzones is a techno and house blast, driven by artists from 410 West, KMS Productions and BluePrint Records. Heavy.

CONTRABAND ACQUIRED
CONTRABAND DELIVERED
LAW ENFORCEMENT DETECTED

END RUN

The race is on! Smuggler's Run: Warzones puts you in the most dangerous, volatile places on the planet with an army of competitors hot on your tail. You've got to outmaneuver, outwit and outrace them to reach your goal in one piece. For wild driving action in massive environments, Smuggler's Run: Warzones delivers.

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EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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THE SCORPION KING

Rise of the Akkadian

THE GAME OF KINGS

Inspired by the wall-to-wall thrills of The Rock's blockbuster movie, Universal Interactive's one-player, adrenaline-soaked adventure strikes with the sting of a scorpion, the brute force of a wrestler and the heroism of a king. It's sheer wham-bam action that's as solid as a Rock.

THE ROCK WHO WOULD BE KING

Before he was declared the Scorpion King over 5,000 years ago, Mathayus had to prove his prowess as a member of the Akkadian tribe of assassins. Rise of the Akkadian follows the events that shape Mathayus into the one-man army he would become in the movie, and players will be able to hone their swashbuckling skills in an unrelenting hack-and-slash beat-'em-up stocked with mythical beasts and supernatural warriors. Developed by Point of View, Inc. (cocreators of SpyHunter for GCN), The Scorpion King plays like a 3-D brawler beefed up with sword-swinging action and cinematic adventuring. The game is due out in October.

Rise of the Akkadian takes place before the events of the hit film. The Rock, who reprises his role as Mathayus, recorded original dialogue for the game. Among other celebrity voices is Mark Hamill's.

Like the movie, the game is all about action. The Scorpion King delivers full-on combat chaos.

The adventure is big on battle-crazy action, but it also features some puzzle elements.

The game features a variety of enemy attacks that affect your status. Some attacks poison you while others can set you ablaze.

THE ROCK OF AGES

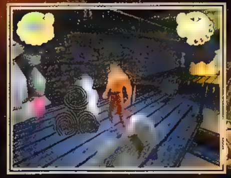
While undertaking Herculean trials to prove his manhood, Mathayus discovers his king has been murdered by the evil magician, Magus. To avenge his king, Mathayus journeys across fantastic worlds that the film wasn't able to depict in its story line. The Akkadian's saga will take Mathayus across 12 levels, including his early trials in the Akkadian training grounds, his escape from an underground prison and his quest for vengeance in Minoan Crete, the Netherworld and the Tower of Babel.

Beasts and soldiers lurk on rooftops and in doorways. You must defeat every enemy before you can move on to the next section of the level. The exit will open once you've secured the immediate area.

While keeping the epic feeling of the film, the developers of the game had the freedom to take Mathayus to exotic worlds inhabited by Minotaurs, gorgons and other mythical beasts.

As in the movie, resourceful Mathayus relies on his surroundings. You can interact with everything in the game, so you can knock over torches and tents to take out enemies.

Your actions can trigger key events. In the town of Khemet, you can toss an enemy into a wagon to cause it to crash into a building. By climbing the wreckage, you can reach a rooftop.



In every area of the game's 12 worlds, you'll be able to uncover precious Blood Rubies. Most are hidden in hard-to-reach places, and the jewels will unlock bonuses, including concept art.

THE SCORPION KING STRIKES

Since the game stars The Rock, you'll be able to lay the smack down on attack hounds, Anubis warriors, Cretan soldiers and dungeon guards using hand-to-hand combat. The game features combo attacks and even sports a few wrestling moves, including an elbow slam and a clothesline maneuver. Of course, The Scorpion King isn't about The Rock—it's about Mathayus, so you'll have to rely on ancient Akkadian weaponry and tactics rather than body slams to fend off Magus's minions. The game's main arsenal consists of Special Attacks and four types of weapons.

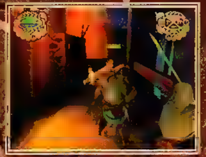
Special Attacks

By landing hits on enemies or using power-ups, you can fill up your Stamina Meter. The meter fuels Special Attacks, which can take out multiple enemies at once.

Special Attacks do more damage, but they drain your Stamina Meter.

Weapon Classes

Akkadian weaponry falls into one of four classes: gauntlet, one-handed sword, two-handed sword and staff. Each class of weapon features five power levels. By finding a hidden power-up, you'll upgrade your weapon. You can also find several types of shield to use as protection.



Gauntlets are special gloves that boost your hand-to-hand attacks. When fully upgraded, your gauntlet will resemble a gold scorpion.

Each direction on the Control Pad corresponds to one of your weapon classes. Tap the pad to arm a new weapon, such as the one-handed sword.

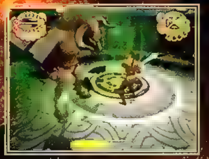
Much harder to wield than the one-handed sword, the two-handed sword can take out an enemy in two strikes. The catch is that you can't swing the heavy sword quickly.

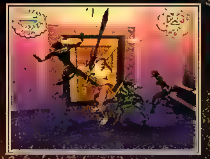
Staffs and spears are relatively weak, but they enable you to attack quickly and the long-weapons give you great reach.

Though Mathayus doesn't use archery in the game like he did in the movie, you'll have four classes of other weapons to keep yourself busy.

AKKADIAN ENEMIES

Around every corner, Mathayus will battle hordes of enemies, which fall into four categories: human, animal, beast warrior and boss enemy. You'll face over two dozen varieties of the basic enemy types, including arrow-slinging archers, flying Horus warriors, the sphinx and a water serpent. Strategic combat is the key to every battle, and the game requires you to play it smart. In the gorgon battle, for example, you must listen for musical cues so you'll know when she's not looking. If you make one false move, her stone-cold stare will freeze you in your tracks.





MATHAYUS VS THE ROCK

The Scorpion King from Universal Interactive is one of two games starring The Rock to be featured in this issue. On page 52, The Rock appears in THQ's World Wrestling Entertainment: WrestleMania X8. So which character is tougher? Find out in this matchup of The Scorpion King's Mathayus versus the WWE's Rock.

	MATHAYUS	THE ROCK	THE VERDICT
MOTTO	Live free, die well	If you smell what The Rock is cookin'	One slogan is catchy. The other is kinda creepy.
AFFILIATION	The Akkadian tribe	The SmackDown! team	The Akkadians don't have Triple H, Edge or Stacy Keibler.
ANIMAL-RELATED ALIAS	The Scorpion King	Brahma Bull	Tie.
FIRST INTRODUCED AS	The Scorpion King in *The Mummy Returns*	Rocky Maivia	Mathayus made his debut beating up the star of such cinematic gems as *Encino Man* and *Monkeybone*.
MISSION	To complete his test of manhood by assassinating an evil king	To layeth the smacketh down	If being 6'5" and 275 pounds of muscle doesn't land you instant man status, we'd hate to meet Mathayus when he finally makes the leap from "boyhood."
WAGES BATTLE IN	Tombs, an underground prison, the Tower of Babel, a ransacked village and other areas	The wrestling ring, cages	Mathayus fights in 12 big levels, and they're never pay-per-view.
ENEMIES	Minoan undead soldiers, anacondas, archers, jackal-headed guards and other beast warriors	Big guys in tiny shorts	Mathayus doesn't have to put up with a finishing move called the "Stinkface."

The Final Verdict: When compared side by side, Mathayus and The Rock are pretty equal, but what do you expect when you pit someone against himself? In the end, it just depends on the type of game you like. If it's supercharged movie-flavored action you're after, The Scorpion King is the nonstop thrill ride you'll want to experience.

The Scorpion King Rocks

If you've seen the movie, you'll know what to expect on GCN. The Akkadian's game keeps pace with the action, and The Scorpion King bashes out big fun and bombards gamers with enemies from all sides. Fans of the film, The Rock or Gauntlet-style action will surely crown The Scorpion King as a royally fun game.

THE SCORPION KING™
Rise of the Akkadian
NINTENDO POWER

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HOW FAR DO YOU WANT TO TAKE IT?

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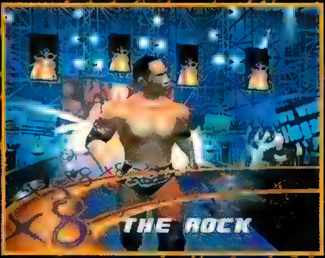
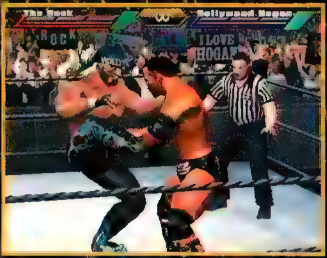
WORLD WRESTLING ENTERTAINMENT WRESTLEMANIA X8

WHAT? IT'S WRESTLING'S BIGGEST EVENT! WHAT? IT'S EXCLUSIVELY ON NINTENDO GAMECUBE! WHAT? IT'S TRUE! IT'S TRUE!

THE PEOPLE'S CHAMP

Finally, the Rock has come back to Nintendo! The eighteenth WrestleMania live TV event smacked down on March 17, 2002, and THQ has pinned down World Wrestling Entertainment's biggest stars as they appeared back on that slammin' day. Exclusively on GCN, WrestleMania X8 boasts 42 superstars and it's the only next-gen video game grappler to feature the nWo. It's also the perfect four-player game for the wireless Nintendo WaveBird Controller. Wooo!





TEEN
T
CONTENT RATED BY ESRB

Mild Lyrics
Suggestive Themes
Violence

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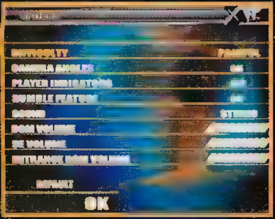
LAY THE SMACK DOWN WITH THE WAVEBIRD CONTROLLER!

See Page 58 for details

JUST BRING IT

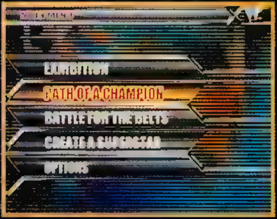
Players can go to the mat in Tag, Triple Threat, Fatal 4 Way, Battle Royal, Royal Rumble and 2-on-1 Handicap scenarios with over three dozen WWE superstars such as the Rock, Hulk Hogan, Kurt Angle, Rob Van Dam, Lita and Triple H. And just like the Game himself, WrestleMania X8 sports a mighty pedigree. Over the years, THQ has fine-tuned its trusty grappling engine, and WrestleMania X8 brings it with the monster force that's sure to make the brawler a fan favorite.

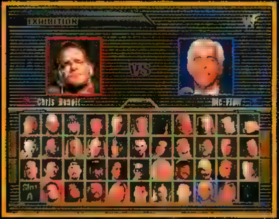
Can You Dig It, Sucka?


DIFFICULTY
PAINFUL
CAMERA ANGLES
PLAYER INDICATORS
RUMBLE FEATURE
SOUND
STEREO
BGM VOLUME
SE VOLUME
ENTRANCE BGM VOLUME
DEFAULT
OK

Loaded with tons of grapples, strikes, reversals, turnbuckle moves and Irish Whips, WrestleMania X8 prides itself on its smooth moves. The maneuvers are easy to execute, but timing is tricky—especially if you play on the Painful setting. The frustratingly difficult mode requires the split-second timing of a pro.

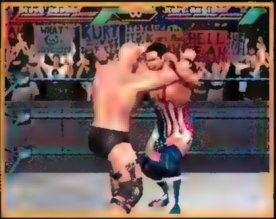
Modes to WrestleMania

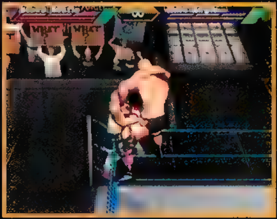

EXHIBITION
PATH OF A CHAMPION
BATTLE FOR THE BELTS
CREATE A SUPERSTAR
OPTIONS


EXHIBITION
Chris Benoit
VS
Ric Flair

WrestleMania X8 offers two main modes for solo players—Exhibition and Path of a Champion. Exhibition is a one-match game, while Path of a Champion is a 10-match competition that rewards undefeated champs with a title belt. The marathon mode features six titles. By winning one of the Path of a Champion titles, you can unlock one of the game's six hidden characters: Chris Benoit, Rhyno, Raven, Vince McMahon, Ric Flair and Stacy Keibler.

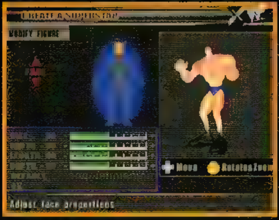
Shall We Grapple?





The game boasts a refined grappling engine, so experts will be able to keep opponents in a hold whether they're fending off an attack, picking a rival up off the ground or attacking from behind. Every button initiates a move, and each button command activates a different attack depending on the position of your opponent. With its context-sensitive maneuvers, WrestleMania X8 arms players with a variety of easy-to-use attacks. What might knock down a standing opponent can become a very different assault when your rival is elsewhere, such as in the corner of the squared circle.

Create a Superstar

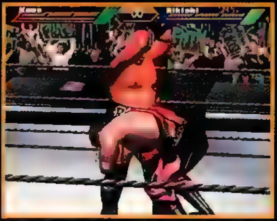

CREATE A SUPERSTAR
MODIFY FIGURE
Move
Rotate/Zoom
Adjust face proportions

Like MTV's "Tough Enough," you can create your own wrestler for the WWE. The detailed customization feature enables you to tweak your male or female character's frame, muscle tone, outfit, jaw size entrance music, agility, resilience, computer AI and several other cool attributes.

NORMAL MATCH

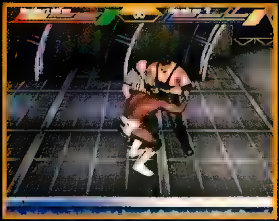
On the Path of a Champion, you'll play random a mix of the game's eight different match types. The first type is Normal. Basic rules apply, but nothing's really "normal" in a game filled with colorful characters like Kane, Rikishi and Prince Albert.

Reversal of Fortune



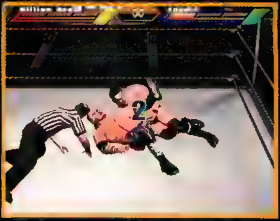
Play Normal Matches to perfect your technique. Keep in mind that opponents with good timing can undo any hold you've put them in. Always be ready to counter a reversal.

Take It Outside



If you've deactivated the Ring Out Count, you'll be able to fight outside of the ring for as long as you please. Give the audience a better view by battling in the aisles and on the entrance stage.

Pin, Lose or Draw

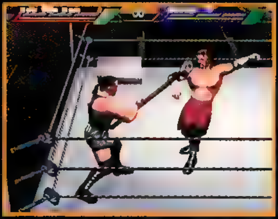


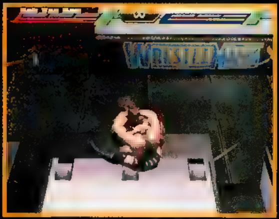
To win a Normal Match, you must pin your opponent while the ref counts to three. Make sure that you've worn out your rival and that you haven't conked out the ref or you won't be able to score a pin fall.

HARDCORE MATCH

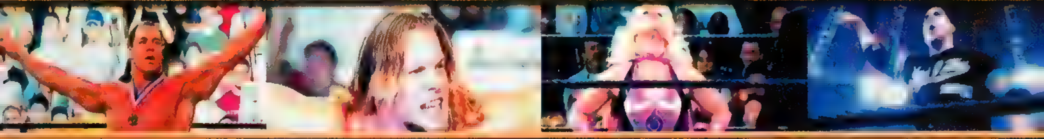
Over the course of the actual WrestleMania X8, Christian, Molly and the Hurricane each won and lost the Hardcore Title. All three characters are playable, and you can wield weapons galore to hammer out a more lasting championship for them.

As Hardcore As It Can Get





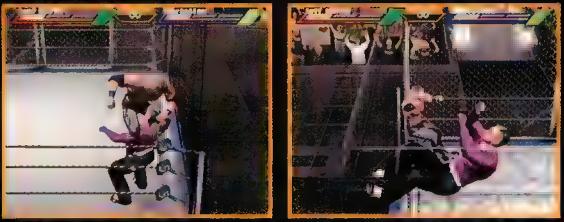
Trash cans, sledgehammers, steel chairs and other objects you wouldn't want to get whacked with are at your disposal in the weapons-based free-for-all. You can smash your opponent into anything, including the announcer's table. Jerry "The King" Lawler and J.R. will quickly clear out of the way if you take the fight to their station.



CAGE MATCH

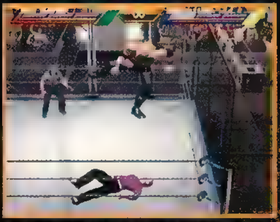
The only way to win the Cage Match is by escaping the ring. The catch is that a 10-foot-high chain-link fence surrounds the ring, so you must subdue your opponent so you have enough time to escape lockdown.

Don't Fence Me In



Beat the stuffing out of your opponent just as you would in a Normal Match. If your foe isn't dazed enough for you to make an easy pin, there's a good chance your rival will be able to get up and knock you off the fence as you try to make your exit. If your rival is trying to climb out, charge at the fence and slam into it so your opponent takes a tumble.

Climbing up the Walls

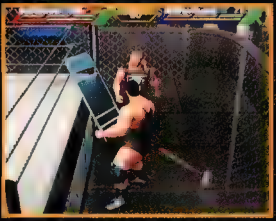


Press and hold X to scale the fence. The game will make it harder for you to climb over the top if you haven't done a number on your rival. Repeatedly tap Up on the Control Pad to force your way over.

HELL IN A CELL

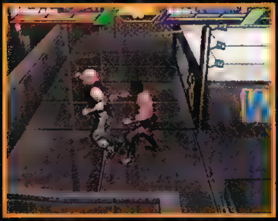
The Undertaker fought in one of the most infamous Hell in a Cell matches in wrestling history. He's one of the game's premier superstars, and you can use him to keep rollin', rollin', rollin' with the punches in the brutal match.

Anything Goes



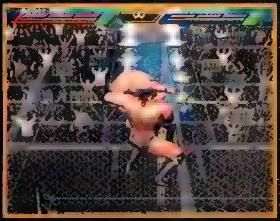
Hell in a Cell adds a ceiling to the cage. You're totally boxed in, but you're trapped with an arsenal of weapons. Use them to weaken your opponent. You can't win by escaping.

Break on Through



By Irish-Whipping your rival into the same section of fence multiple times, you can break open the cage. Three good shoves should do the trick.

From the Top

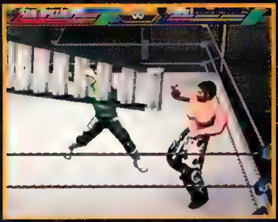


Once you've broken open an escape route, you'll be able to climb to the cage's roof. Slam your opponent onto the roof repeatedly to send your rival crashing through the cage and down to the floor below.

LADDER MATCH

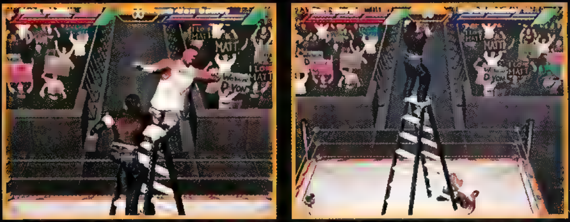
In the Ladder Match, a championship belt dangles from the ceiling. The winner is the person who can reach the prize, and the only way to do it is by setting up a ladder in the ring and climbing to the belt before someone knocks you over.

Hit and Rungs



The ladder you must climb can double as a weapon. Press A and X simultaneously to pick up the ladder, then hit B to pop someone with it or tap A to throw it.

Clawing Your Way to the Top

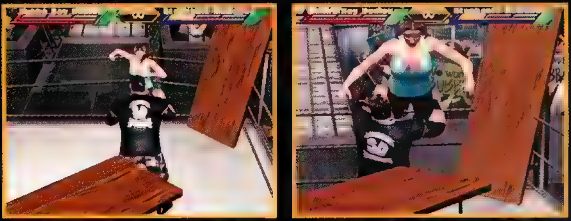


When holding the ladder, press X to set it up. The belt dangles above the middle of the ring, so set up the ladder in the center. Slam into the ladder or take a swing at any wrestlers when your rivals are working their way to the top. When the coast is clear, climb the ladder of success by pressing and holding X.

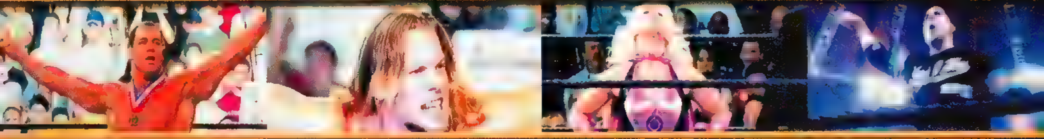
TABLE MATCH

Though they're no longer a team, you can reunite Bubba Ray and D-Von Dudley in the type of match they're best known for—the Table Match. To win, you must send your opponent crashing through a table.

Setting the Table



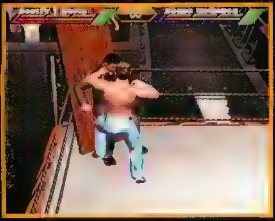
Toss a table into the ring, then stand it up in a corner or prop it up in the ring by pressing X. Using an Irish Whip attack is the perfect way to set up your rival for a trip through a table. Toss your opponent into the ropes, then give your foe the big heave-ho as he or she comes catapulting back to you. Any sort of attack that sends rivals flying is great for launching someone into a table.



TLC MATCH

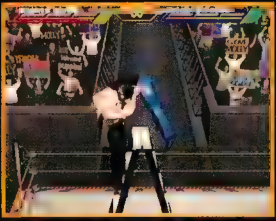
It doesn't stand for "tender, loving care." Short for tables, ladders and chairs, the TLC Match is far from a touchy-feely affair unless getting smacked off a ladder with a chair so you fall through a table is something that gives you the warm fuzzies.

Table for One?



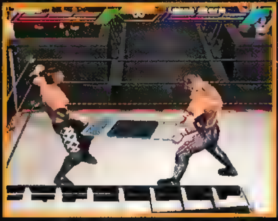
The TLC Match is similar to the Ladder Match, but you'll be able to use furniture to prevent your opponent from climbing the ladder and reaching the dangling prize belt.

Uphill Climb



Keep an eye on the ladder. Whenever your opponent attempts to climb to the top, quickly go on the offensive to stop the ascent.

Have a Seat

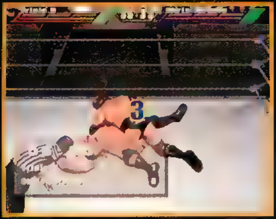


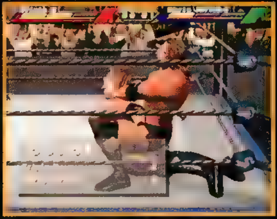
Use chairs to subdue your enemies. A few good whacks can buy you enough time to set up the ladder for your victory climb. But be careful—your foe can counter a chair attack and use it against you.

IRONMAN MATCH

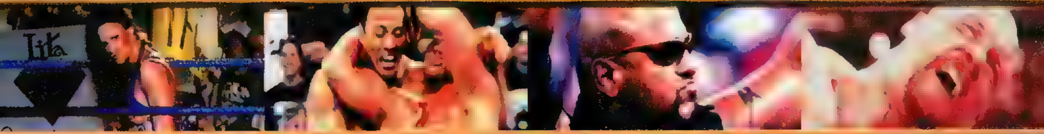
Available only in one-on-one matches, the Ironman Match challenges you to pin your opponent as many times as you can within a given time limit. You'll score a point for every pin, knockout and submission.

Pin, Pin, Pin!





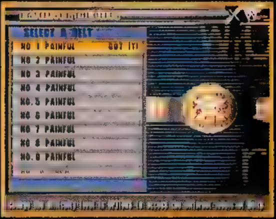
Use rapid-fire attacks to keep your opponent on the defensive. Work your opponent to the mat, then go for the pin. Try filling up your Adrenaline Meter by repeatedly attacking your rival. When you've lit up one of the yellow bars on your meter, you'll be able to perform your wrestler's devastating finishing move. Unleash it, then go for the pin.



BATTLE FOR THE BELTS

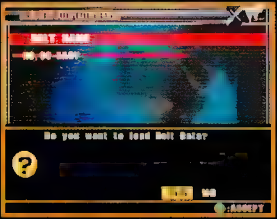
In addition to the six title belts you can win in Path of a Champion Mode, WrestleManiacs can compete for 51 belts in Battle for the Belts Mode. Each difficulty setting offers a unique set of belts for you to unlock, and you can bet your belts in two-player matches.

Title Shot



Without continuing, you must win five matches in a row to go home with one of the mode's 51 belts. If you win a belt, you'll be able to name it and save it to your Memory Card.

Unification Match


Do you want to load Belt Data?

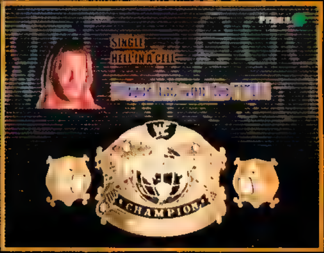
By loading your saved belts from a Memory Card, you'll be able to put your prizes on the line when you compete against a friend. Whoever wins the two-player Unification Match will walk home with the belt.

THE WAVEBIRD CONTROLLER

Nintendo's new wireless GCN Controller, the WaveBird, is perfect for multiplayer smackdowns. No matter how wired you get when playing a heated match, you won't have to worry about getting tangled up or tripping over messy cords. In four-player matches, your wrestler will be all over the screen, and the freedom of the WaveBird will enable you to keep up with your character. It works as far as 20 feet away from your GCN!

IT'S LARGER THAN LIFE

WrestleMania is a big show, and THQ delivers bulked-up action that's almost as huge as Chris Jericho's ego. With 42 superstars, countless attacks and reversals, difficult challenges and simple controls, WrestleMania X8 is larger than life like Y2J, too. It's big fun for wrestling fans, and it's sure to be their undisputed champion.



FIGHT IT OUT!

Assume the role of Alphonse, a knight of Galicia, sent on a mission to investigate the intentions of the suspect governing body of the Holy Lodis Empire and solve the mystery of Ovis. Along the way, you will experience many trials and tribulations, but you must survive the unrelenting battles and cultivate your characters' abilities to reveal your true destiny.

Play rating 5/5
- PLAY Magazine

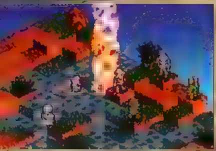
...one of the best Strategy RPGs to arrive this year on any platform.
- Gaming Intelligence Agency

Strategy RPG enthusiasts have a new reason to purchase a Game Boy Advance.
- RPGamer

...rich, long, rewarding and insanely addictive.
- GamePro

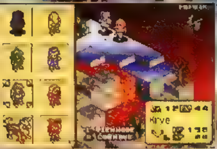
Stan
"hehehe. That crest,
those clothes.

Discover powerful
aracter classes with the new
Emblem System!

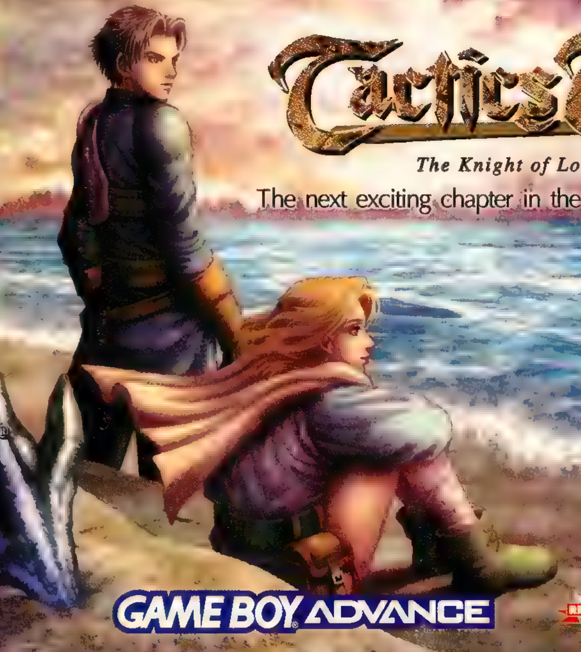


Cast powerful magic to
decimate the enemy forces!

All new Quest Mode allows
you to discover hidden items
nd weapons not available in
the main game.



Go head-to-head against a
end by using the Game Boy®
dvance Game Link® cable!



Tactics Ogre™

The Knight of Lodis

The next exciting chapter in the OGRE BATTLE SAGA

EVERYONE
E
MILD LANGUAGE
MILD VIOLENCE
CONTENT RATED BY ESRB

GAME BOY ADVANCE

RPG/SIM

ATLUS

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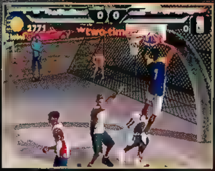
CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



NBA STREET
EVERY CODE—PAGE 62

High-adrenaline sports games burst onto the CI scene, big heads and all, this month. In addition to the three-on-three action of Sega Soccer Slam and NBA Street, we have a quartet of cool codes for SSX Tricky. We also take our first stab at strategy for zombie battle thriller Eternal Darkness.

- BREATH OF FIRE GBA
- CEL DAMAGE GCN
- DARK ARENA GBA
- ETERNAL DARKNESS GCN
- NBA STREET GCN
- SEGA SOCCER SLAM GCN
- SSX TRICKY GCN
- SUPER MARIO WORLD: SUPER MARIO ADVANCE 2 GBA

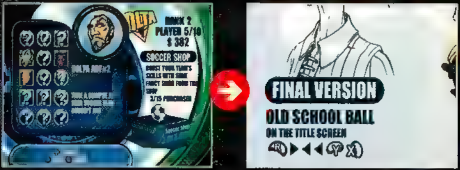
SEGA SOCCER SLAM

GCN

ART APPRECIATION

PICK UP A LOAD OF POWERFUL CODES BY VIEWING CONCEPT ART.

Like NHL Hitz 20-02, Sega Soccer Slam has an unusual way of displaying its special feature codes—no coincidence, since Black Box Games was involved in developing both titles. In Quest Mode, you can purchase both helpful gear and concept art in the game's Soccer Shop. When you look at some of the concept art pieces, you'll see codes that unlock new types of soccer balls or special game modes. On the title screen, use the L, R, X and Y Buttons along with the Control Stick or Control Pad to enter any of the codes. A message will appear on the screen to confirm correct code entry. If you wish to return to default features, enter the same code again. Our Sega Soccer Slam review in Volume 155 included some of the codes. The lists in this issue show every last one.



When you buy some concept art and take a close look at the lower-left corner, you'll discover a ball- or mode-unlocking code.

SEGA SOCCER SLAM
SEGA

Enter the codes at the title screen. A confirmation message will appear and the new features will take effect immediately.

CODES

SOCCER BALLS

You can kick around a can, a giant eyeball, the orange cube that is part of the Black Box logo or any of several other soccer ball alternatives with ball-changing codes.

CODE	RESULT
R, RIGHT, DOWN, UP, X, X	EYEBALL
R, LEFT, LEFT, DOWN, X, X	BLACK BOX BALL
R, RIGHT, RIGHT, LEFT, X, X	EARTH BALL
R, LEFT, UP, UP, Y, Y	RUSTY CAN BALL
R, RIGHT, UP, UP, Y, Y	MAGIC 8-BALL
R, RIGHT, RIGHT, DOWN, Y, X	BEACH BALL
R, LEFT, DOWN, RIGHT, Y, X	CRATE BALL
R, RIGHT, UP, DOWN, X, Y	KID'S RUBBER BALL
R, LEFT, RIGHT, RIGHT, Y, Y	KID'S BLOCK BALL
R, RIGHT, LEFT, LEFT, Y, X	OLD SCHOOL BALL

SPECIAL MODES

A handful of codes have a profound effect on game play. The Max Power Mode code gives both teams a chance to pull off a Killer Kick on every possession. The Infinite Turbo and Infinite Spotlight Modes also ensure a fast and frenzied pace. The alternate name for Modern Film Mode is "Pleasantville." It makes the background black and white while the players are displayed in color.

CODE	RESULT
L, R, UP, UP, X, Y	BIG HIT MODE
L, R, LEFT, RIGHT, Y, Y	MAX POWER MODE
L, R, RIGHT, UP, X, X	INFINITE TURBO
Y, X, Y, X, Y, X, RIGHT, LEFT, RIGHT, LEFT, RIGHT, LEFT	MODERN FILM MODE
X, Y, X, Y, X, Y, LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT	CLASSIC FILM MODE
R, L, UP, UP, Y, Y	BIG HEAD MODE
L, R, DOWN, RIGHT, Y, X	INFINITE SPOTLIGHTS

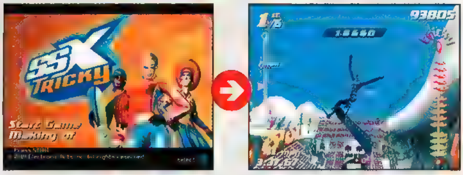
SSX TRICKY GCN

BIG AIR BONUS CODES

UNLOCK EVERY COURSE, BOARD AND CHARACTER, GIVE EVERY BOARDER MAXIMUM STATS AND TAKE TO THE SLOPES WITH MIX MASTER MIKE!

Nobody can do it like Mix Master Mike can. The DJ for the Beastie Boys helped out with the music for SSX Tricky and, in return, the developers put him into the game. The Mix Master Mike unlock is one of four amazing codes that EA Sports has finally unveiled. All four codes originate at the title screen. You'll begin by pressing and holding the L and R Buttons. After a collection of key presses, you'll release the shoulder buttons and a sound effect will confirm correct code entry. To unlock Mix Master Mike, press and hold L and R, then press A, A, Z, A, A, Z, A, A, Z, A, A and Z. Release L and R and start the game. When you select your character, choose Mac. Before the race begins, the character will strap on a turntable and climb the mountain under the guise of MMM. The other hidden character is a variation of cool Canadian Elise. The developers call her Mallora, but she goes by Elise in the game. At the title screen, press and hold L and R, then press A, A, Z, X, X, Z, B, B, Z, Y, Y and Z. Release the L and R Buttons and start the game. Select Elise as your character. The new character looks a lot like Elise, only with a different, blue outfit.

CODE	RESULT
PRESS AND HOLD L AND R, THEN PRESS A, A, Z, A, A, Z, A, A, Z, A, A, Z	UNLOCK MIX MASTER MIKE (BY SELECTING MAC)
PRESS AND HOLD L AND R, THEN PRESS A, A, Z, X, X, Z, B, B, Z, Y, Y, Z	UNLOCK MALLORA (BY SELECTING ELISE)
PRESS AND HOLD L AND R, THEN PRESS B, B, Z, B, B, Z, A, A, Z, A, A, Z	MAX OUT THE ATTRIBUTES FOR EVERY BOARDER
PRESS AND HOLD L AND R, THEN PRESS A, B, Z, X, Y, Z, B, Y, Z, X, A, Z	UNLOCK EVERY COURSE, BOARD AND CHARACTER



At the title screen, press and hold L and R, then press A, A, Z, X, X, Z, B, B, Z, Y, Y and Z. When you release L and R, a sound will confirm the code. Start the game and select Elise. She'll race with a new look.

TRASH CAN TIP:

BREATH OF FIRE (GBA)

CAPCOM CAMEO

Street Fighter II stalwart Chun Li shows up on the streets of Bleak in a don't-blink-or-you'll-miss-it cameo, as she did in the Super NES version of BOF. A young magician will ask you to put 100 coins on a table. Agree to his request. When he asks you repeatedly to look away, answer "no" the first two times and "yes" the third time. When you finally turn around, you'll see Chun Li.

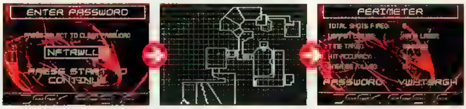
DARK ARENA GBA

PASSWORD POWER CODES

USE PASSWORDS TO UNLOCK ALL WEAPONS, MAPS, LEVELS AND MORE.

You can become considerably more powerful in your adventure through Dark Arena when you take advantage of passwords. Enter as many of the passwords below as you like, then start the game and clear away the enemies at will. To take advantage of the level skip password, you must have unlocked all maps.

PASSWORD	RESULT
HLGNDSBR	HEALTH NEVER DIMINISHES
THRBLDNS	ALL NINE WEAPONS ARE UNLOCKED
NDCRSDRT	WEAPONS HAVE UNLIMITED AMMO
KNGHTSFR	START WITH EVERY SECURITY PASS
LMSPLLNG	START WITH EVERY LEVEL MAP
NFTRWLLH	USE MAPS TO SKIP LEVELS (PRESS SELECT)



Enter LMSPLLNG as a password, then enter NFTRWLLH. When you begin the game, you'll have access to the map. Switch to the map, then press the Select Button to skip to the next level.

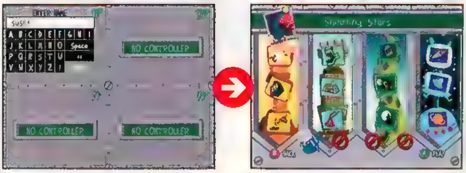
CEL DAMAGE GCN

MORE NITRO-FUELED NAMES CODES

UNLOCK EVERY CHARACTER AND LOCATION WITH A SINGLE FILE NAME.

Last month, we gave you game file names that unlock individual themes, characters and features. This month, we blow the doors off those codes with two codes that unlock everything. You'll need a Nintendo GameCube Memory Card to create a game file. Key in SUSIE! (don't forget the exclamation point!) as your name and start playing. You'll have your pick of areas, modes (Smack Attack, Flag Rally and Gate Rally) and unlocked characters (Whack Angus, T. Wrecks, Count Earl and Brian the Brain). You can view the finale movies for the six main characters by selecting Options from the Event Settings menu then choosing the View Progress entry. The only thing that SUSIE! doesn't unlock is Plastic Rendering Mode. Use PITA as your name to unlock all of the SUSIE! features, plus the 3-D look and feel of the plastic mode. Select Plastic Mode from the Rendering Modes menu under the Event Settings/Options entry.

NAME	RESULT
SUSIE!	UNLOCK EVERYTHING BUT PLASTIC RENDERING MODE
PITA	UNLOCK EVERYTHING



An enthusiastic Cel Damage fan named Susie will be surprised to see that a multitude of characters and options are available when she keys in her name for the game file name and finishes it with an exclamation point.

8 SECONDS, 43 CHEATS

CHANGE GAME PLAY, PLAYER APPEARANCES, OVERALL STATS AND MORE BY ENTERING ANY OF 43 CHEATS IN THE SECONDS BEFORE THE GAME BEGINS.

Taking a page from the NBA Jam series, NBA Street offers a wide variety of cheats that you can enter via a symbol-matching interface that appears for about eight seconds before each game. You can change the four icons that appear at the bottom of the screen by pressing the A, B, Y and X Buttons. Press a button once to change the corresponding icon from a basketball to a turntable. Press the button twice for a shoe, three times for a backboard and four times for a megaphone. After you change the icons to match with one of the cheats (which you can also earn as rewards in the game), press the Control Stick in any direction to enter the code. A message will confirm successful code entry. The following codes, broken into categories, show the number of times to press each button before you cap off code entry with a tap of the Control Stick.

CHEAT MANAGEMENT

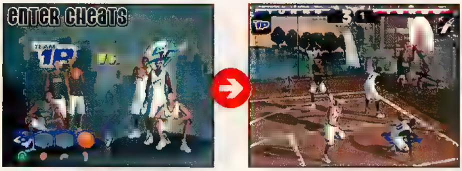
One of the first cheats that you'll earn when playing the game erases all other entered cheats.

A	B	Y	X	RESULT
0	2	0	2	NO CHEATS

GAME CHANGES

Eight cheats bring big changes to the way the game plays. The No Shot Clock cheat takes the time pressure off and allows you to play a slow, possession-style game or perform endless crossover moves in the backcourt. The More Gamebreakers cheat gives your Gamebreaker meter accelerated growth. The No Gamebreakers and the No Juice cheats bring an end to showstopping moves. The No 2-Pointers cheat encourages you to develop an inside game.

A	B	Y	X	RESULT
2	2	2	0	NO SHOT CLOCK
2	1	1	0	FEWER GAMEBREAKERS
2	3	3	0	MORE GAMEBREAKERS
2	4	4	0	NO GAMEBREAKERS
1	3	3	0	NO JUICE
1	2	2	0	UNLIMITED TURBO
0	3	1	0	NO ALLEY-OOPS
0	1	3	0	NO 2-POINTERS



Press A once (turntable), B three times (backboard), Y three times (backboard) and leave X untouched (basketball), then tap the Control Stick in any direction. You'll have "No Juice" for Gamebreakers.

STAT CHANGES

Stat change cheats give every player on the court advanced skills or no skills in a particular category. If there is a skill type that really figures in to the way you play your game, you can give that skill to all of the players on your squad. The Easy Distance Shots and Harder Distance Shots cheats change every player's ability to shoot from the outside. The Mega Dunking and No Dunks cheats adjust every player's dunk stats. Other codes change blocking stats, steals, quicks, power and ball handling.

A	B	Y	X	RESULT
0	3	3	0	EASY DISTANCE SHOTS
0	1	1	0	HARDER DISTANCE SHOTS
0	4	4	0	MEGA DUNKING
1	3	2	0	NO DUNKS
3	1	2	0	SUPER SWATS
0	1	2	0	FEWER BLOCKS
3	2	1	0	STICKY FINGERS
0	2	3	0	FEWER STEALS
2	1	3	0	CAPTAIN QUICKS
1	2	3	0	ULTIMATE POWER
2	3	1	0	MAD HANDS

Make anyone into a monster from beyond the arc with the Easy Distance Shots code.

Use the Mega Dunking code to give perimeter shooters an inside game.

BASKETBALL CHANGES

The ABA distinguished itself from the NBA by playing with a red, white and blue ball. With the ABA Ball code, you can show your true colors, too. The WNBA Ball code puts a smaller ball into play, which increases shot accuracy. The Beach Ball code makes the ball larger and lighter. The Medicine Ball code gives you a heavier ball, but one that is still light enough to dribble and shoot from a distance. You'll realize that the ball is superheavy when it gets loose, drops to the ground and rolls to a stop.

A	B	Y	X	RESULT
0	0	1	2	ABA BALL
0	0	2	3	WNBA BALL
0	0	3	4	NUFX BALL
0	0	4	1	EA BIG BALL
0	0	1	1	BEACH BALL
0	0	2	2	MEDICINE BALL
0	0	3	3	VOLLEYBALL
0	0	4	4	SOCCER BALL

UNIFORM CHANGES

Joe "The Show" and the NBA stars on your squad will suit up according to your wishes if you enter any of six uniform-changing codes. The ABA Socks code puts all of the players in knee-highs. The Springtime Joe "The Show" cheat gives the game's MC a khaki ensemble.

A	B	Y	X	RESULT
0	2	4	4	CASUAL UNIFORMS
0	2	1	1	AUTHENTIC UNIFORMS
2	2	2	2	ABA SOCKS
1	1	4	1	SUMMERTIME JOE "THE SHOW"
1	1	1	0	SPRINGTIME JOE "THE SHOW"
1	1	1	2	ATHLETIC JOE "THE SHOW"

The Athletic Joe "The Show" code may give you the impression that Joe wants the rock.

The ABA Socks and ABA Ball codes give you a sense for 1970s basketball fashion.

DISPLAY CHANGES

A handful of cheats allow you to adjust the game's interface elements, which gives you full control over what you see and what you don't. If you don't know all of the players by name, you can have the game label the player with the ball and the player under your control with the Player Names cheat. If you don't want an interface element following the player-controlled pro, you can delete it with the No Player Indicators code or just erase the colored spot in the middle with the No Shot Indicator code. The more elements you remove, the more your game will look like an authentic street match.

A	B	Y	X	RESULT
1	1	0	1	PLAYER NAMES
1	1	1	1	NO AUTO REPLAYS
1	1	2	1	NO HUD DISPLAY
1	1	3	1	NO PLAYER INDICATORS
1	1	1	3	NO SHOT INDICATOR

Keep track of who is handling the ball and whom you have on defense with the Player Names code.

The No HUD Display code takes away all display elements from the top of the screen.

SPECIAL EFFECTS

A code collection would not be complete without a code that changes the size of characters or, at least, their heads. NBA Street gives you the chance to shrink or enlarge your players' heads or miniaturize the players altogether. Even when they're small, they can still pull off monster dunks. If you've got time to input two codes, you can make small players who have massive heads.

A	B	Y	X	RESULT
1	1	1	4	EXPLOSIVE RIMS
2	2	2	1	TINY PLAYERS
2	2	2	3	BIG HEADS
2	2	2	4	TINY HEADS

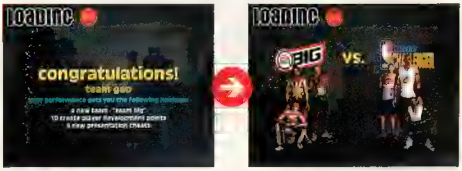
You'll see fireworks every time the ball goes in after you enter the Explosive Rims code.

Will we ever get enough of Big Heads codes? Doubtful!

SECRET SQUADS

USE STREET SMARTS TO PUT NEW TEAMS ON YOUR ROSTER.

In addition to the player hookups that you get for winning individual games in the City Circuit, you can earn entire teams for every tenth victory. Ten wins in any mode or difficulty level will put Team Big on your side by making the squad a selectable team for Hold the Court Mode. After you win 20 games, you'll unlock fictional girl group 3LW. With 30 wins, you'll score the NYC Legends team. When you complete the City Circuit, the Team Street Legends will become a selectable squad for Hold the Court Mode. You'll also be able to recruit a player from any locked squad onto your championship team. After you complete all of the objectives in Hold the Court Mode, you'll be able to continue your court dominance with Team Dream. The odd trio is made up of Graylien Alien, Magma Man and Yeti Snowman. If you've ever wanted to know if Shaq could dunk over the abominable snowman, here's your chance.



After you notch up your tenth victory in any mode, Team Big will become a selectable squad for Hold the Court play. Other squads include 3LW and the NYC Legends team.

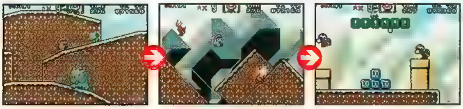
SUPER MARIO WORLD: SUPER MARIO ADVANCE 2

ADVANCED EXITS

UNCOVER AN ADVANCED COLLECTION OF SECRET EXITS AND HIDDEN AREAS. Last month's discussion of secret exits in Super Mario World: Super Mario Advance 2 was just the beginning. This month, we'll pick up where we left off and reveal 10 more locks and keys, starting in Chocolate Island.

CHOCOLATE ISLAND 2

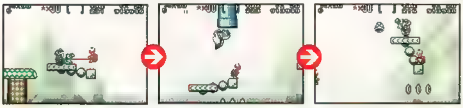
You've got to be fast and dexterous to uncover the secret exit in Chocolate Island 2. When you clear the first two sections of the stage with 250 or more remaining on the clock, the third area that you reach will be populated with baseball-chucking Chargin' Chucks. If you've activated all four of the Switch Palaces, you'll find a block path above the Chucks and a clear passage to the lock and key near the end of the section. After you put the key into the lock, you'll gain access to a pipe that leads to Chocolate Secret.



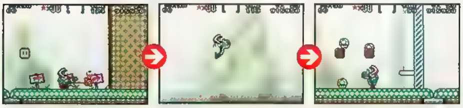
If you're really booking, you'll clear the first two sections of Chocolate Island 2 with 250 or more on the timer. That accomplishment will take you to a battle with Chargin' Chucks and a secret exit.

CHOCOLATE ISLAND 3

A passage to Chocolate Fortress emerges via an alternate goal that you'll find after you reach the main goal in Chocolate Island 3. When you get to the wide expanse of land near the end of the stage, you'll find a vine that will take you to the stage's main goal. You'll also find a Cape Feather and blue Koopa. You can use the Cape by yourself or use flying Yoshi (with the power of a Blue Koopa) to fly to the right and land near the new goal. Before you cross the alternate goal, hit the blocks in the area to collect three 1-Ups.



Yoshi will be helpful to have in your Chocolate Island 3 excursion. Take him along and have him gobble up blue Koopas, then take to the air and fly over the island hazards.

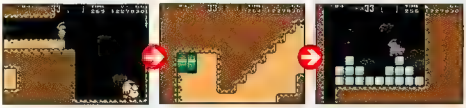


When you reach a wide section of land near the end of the stage, you can ride a vine up to the main goal or fly to the alternate goal. Use Yoshi and a Blue Koopa or a Cape to fly over the long gap.

SECRET EXIT LOCATIONS

VALLEY OF BOWSER 2

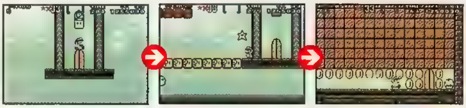
The second Valley of Bowser stage features a maze of tunnels and a deadly moving floor and ceiling. After you make it through the main maze, you'll travel through a pipe to another section with a rising floor. Run to the right, so you don't get crushed, and stop when you reach the far corner of the rising floor. It will lift you up to a place where you can jump up to the top of the level and run to the left. After you pass the green pipe, you'll drop into an area with a lock and key. The secret exit will take you to the Valley Fortress.



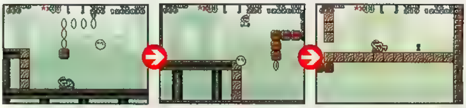
After you survive the main section of the crushing maze, you'll drop into another area with a rising floor. Run to the right, get a lift at the corner, then run left, over the stage ceiling. You'll drop into a secret exit area.

VALLEY GHOST HOUSE

The ghosts give you a bit of a break in Valley Ghost House. You can get to the end of the stage with little resistance. After you clear the first section and open a door, you'll find yourself on a floating platform and a P-Switch on a block above you. Hit the block to make the P-Switch drop, then hit the switch, jump up to capture a Starman and run to the right as quickly as you can. When you reach a long, coin-filled corridor, keep running, past four doors, before the coins turn back into blocks. The fifth door, near the end of the corridor, leads to a section that holds another P-Switch. Carry the switch to the right and drop it when you reach the Control Block. Hit the block to release a growing chain of coins and direct the chain so that it forms a stair pattern up to the top of the tall room. Then hit the P-Switch to make the coins turn into blocks and climb the stairs up to the upper-right corner of the room. There, you'll find a secret exit to Larry's Castle.



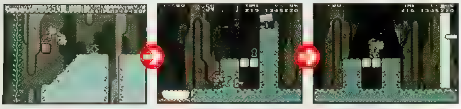
When you find yourself stranded on a high platform, break a block to make a P-Switch drop, hit the switch and jump up to grab a Starman. Run to the right quickly and make your way to the last door.



After you go through the last door of the corridor, you'll discover another P-Switch. Carry it to the right, hit the Control Block and create a coin stairway. Then hit the P-Switch and climb the stairs to the secret exit.

VALLEY OF BOWSER 4

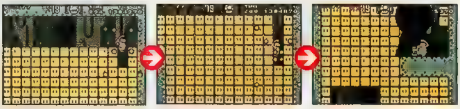
You'll need Yoshi to unlock the Valley of Bowser entrance to Star Road. Collect him from a Prize Block early on in the stage and ride with him to the end. Before you reach the goal, you'll find a key that is protected by land on two sides and covered by unbreakable blocks. Use Yoshi's tongue to reach through the land mass and grab the key. Then have Yoshi spit out the key and use it to unlock the exit.



Find Yoshi near the beginning of the stage and take him to the end. Use his long tongue to collect the key, then head for Star Road.

STAR WORLD 1

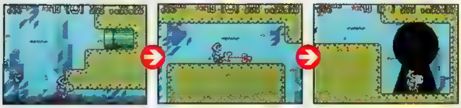
You'll reach Star World 1 by finding the secret exit in Donut Secret House. Refer to last month's CI section for details. Soon after you enter Star World 1, you'll fall through a hole and land on a floor of solid blocks. Run to the right and Spin-Jump through the blocks. After you break through nine blocks, you'll fall a little more and land on another block floor. Spin-Jump again and work your way down to a lock and key. When you unlock the secret exit, you'll make a connection between Star World 1 and Star World 2.



After you land on the block floor, run to the right and Spin-Jump your way through to the Star World 1 secret exit.

STAR WORLD 2

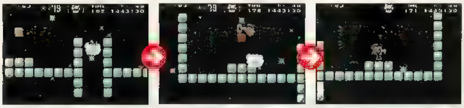
The second Star World course is a short water world that is packed with Rip Van Fish. The best way to survive the course is to grab Blue Yoshi near the start and use him to gobble up a fish buffet. The green pipe at the end of the line leads to the main goal. Instead of entering the pipe, sink to a narrow passage at the bottom of the screen and swim to the right. You'll reach a secret exit that leads to Star Road 3 and Star World 3. You'll discover that the main exits for Star World courses don't lead to new courses. You must find the secret exits to make progress.



Swim to the area near the green pipe and sink to a passage at the bottom of the screen. Keep moving to the right and make your way to a lock and key. You'll be well on your way to Star World 3.

STAR WORLD 3

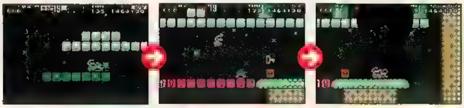
The shortest stage in Super Mario World is a great place to run repeatedly through the goal for Star Points. The area's secret exit is high above the block floor. If you don't have a Cape, the only way to reach the lock and key's high perch is by riding Lakitu's Cloud. Pick up a block and toss it straight up at the floating fiend to knock him off his ride, then jump up to the cloud and use it to go sky high. When you reach the area above, you'll find the lock to the right and the key in a Prize Block to the left.



If you stomp the Lakitu, his cloud will disappear. Use a block to dispatch the enemy instead. His cloud will stay intact. Jump onto the cloud, ride high, gather up the key and use it to unlock the secret exit.

STAR WORLD 4

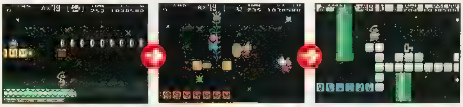
The Star World 4 secret exit is on a plateau below a solid block platform. When you reach the orange pipe that hangs down from above, you'll be in the right vicinity. If you've activated the Green and Red Switch Palaces, you'll find platforms that will give you easy access to the area. If not, you'll need a Cape or flying Yoshi to reach the lock. The key is in a Prize Block that rests on the ground. Use a Cape or a Koopa shell to hit the block and release the key.



When you reach the orange pipe, use a Cape, flying Yoshi or red and green block platforms to reach the hidden lock. Then use a Cape or Koopa shell to liberate the key from a ground-bound Prize Block.

STAR WORLD 5

If you've activated all four Switch Palaces, it should be easy to reach the Star World 5 secret exit. After you hit the stage's Control Block, tap Right on the Control Pad to make the coin trail run to the right. After a few seconds, hit the nearby P-Switch and run to the right on the new block trail to a series of four floating blocks. Hit the third block to release a vine, then climb and advance to a hidden lock and key.



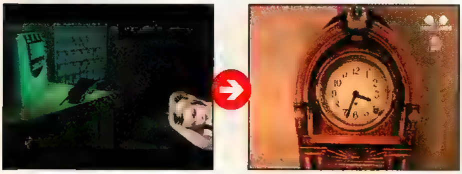
Hit the Control Block and let the coins run straight to the right. Then hit the P-Switch to make the coins turn into blocks. Run right on the blocks, hit a block to produce a vine and climb up to the secret exit area.

CLOCK CATCH

TIP

FIND THE TOME OF ETERNAL DARKNESS BY SOLVING A TIMELY PUZZLE.

Mysteries abound at the beginning of girl-meets-zombie thriller Eternal Darkness. What happened to Alex's grandfather? Who is behind the cover up? You'll begin to find answers after you solve a puzzle in the library. At the end of a winding passage lined by bookshelves, you'll discover a grandfather clock. Alex woke up from a dream about her grandfather at 3:33 a.m. By setting the clock to that time, you will cause a bookshelf to slide out of the way and reveal a secret alcove. There you will find the Tome of Eternal Darkness and a clue about where your journey will take you.



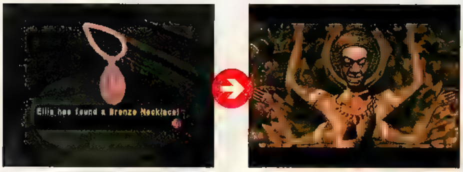
Alex wakes from a dream at 3:33 a.m. in the game's opening sequence. When you find a clock in the library, set it to that time.

ELLIA'S JOURNEY

TIP

REPLACE ONE NECKLACE WITH ANOTHER IN YOUR FIRST TEMPLE JOURNEY.

Ellia's chapter, The Binding of the Corpse God, takes place in a Cambodian temple. A statue of a woman in the main chamber wears the Strange Necklace. When you remove the Necklace, the door on the right side of the chamber will close. Use the Necklace to recover from damage as you explore the left side of the temple. When you reach a dead end, collect the Bronze Necklace and return to the main chamber. Place the Bronze Necklace on the statue, where you found the Strange Necklace. The door that closed before will open. Another temple puzzle will prompt you to light and extinguish candles that are accompanied by paintings of the Sun in different positions in the sky. To solve the puzzle, you must light the candle that lines up with the position of the Sun and extinguish the others. If the Sun is not shown in the painting, you must extinguish all three candles. The last temple puzzle involves a Metal Staff that you will find cradled in the hands of a statue in the final chamber. Take the Staff and return to the large room with the hole at the base of its centerpiece. Insert the Staff in the hole to open one last door.



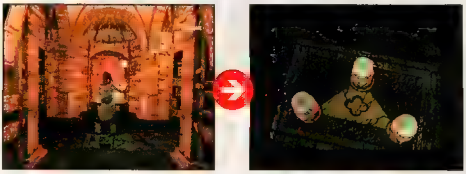
Collect the Bronze Necklace in one wing of the temple and place it on the statue in the main chamber to gain access to the temple's other wing.

HEAVY HELP

TIP

USE FIXED AND FILLED URNS TO OPEN THE ENTRANCE TO A PASSAGE.

Anthony's journey through the basement of the cathedral in Amiens takes him to a secret library. If you walk onto a floor plate in the library, you'll notice that a door to the basement's inner sanctum opens. When you step off the plate, the door closes. After you explore the library, you should have three Urns, whole or broken, and the Enchant Item spell. If you don't have the components to cast the spell, you may be missing the rune that is inside the Blue Urn. Use the spell to fix the broken Urns, then fill the two empty Urns with liquid from the fountain and place them on the library plate. Their weight will keep the door open.



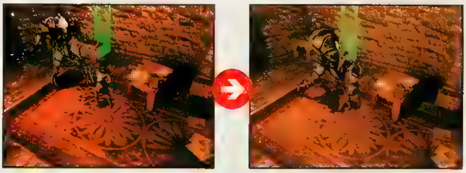
You'll find three circular spaces on the door-opening plate. Place filled Urns in the spaces to depress the plate and keep the door open.

HORRIFIC ATTACK

STRATEGY

OUTLAST A THREE-HEADED HORROR IN A BRUTAL CATHEDRAL BATTLE.

Toward the end of Anthony's cathedral quest, you'll have your first meeting with one of the most dangerous types of creatures in the game. Horrors attack with long limbs and electric shocks generated by their three heads. A fight with a Horror is a tense experience as its shock attack rarely misses. If you approach the Horror in the cathedral from behind, it will not be able to grab you. Stay behind it, power up your Two-Edged Sword with the Enchant Item spell and go after the heads of the beast. After three strong swings, the monster will drop to the ground. Later, when you have the Shotgun, you will be able to weaken the Horrors that you face by targeting their arms first. When their arms are gone, they will not be able to hurt you with grabbing attacks.



The long-limbed, three-headed beast attacks with bolts of energy. Target its heads or eyes.

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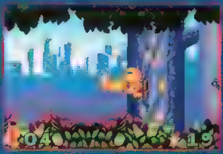
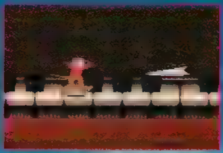
A Little Goes A Long Way



Race, dodge, jump, skateboard, and fly a plane through 10 levels of platform, racing and flying action.



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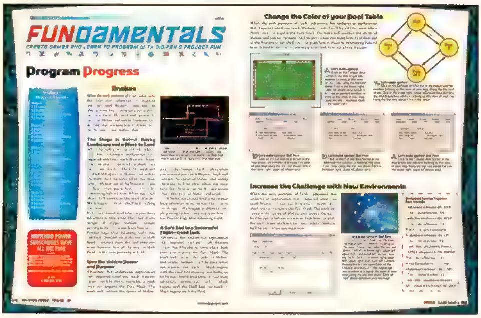
Create Your Own Video Games with Project FUN

With a personal computer, an Internet connection and a desire to make games, Nintendo Power subscribers will soon have the opportunity to design and program using a tool made by the DigiPen Institute of Technology.

JOiN iN ON THE FUN

Project FUN Goes Online on July 20th!

By the time the next issue of Nintendo Power reaches you, DigiPen's Project FUN will be up and running. Project FUN is an online community that gives participants access to a proprietary software environment. It was developed by the DigiPen Institute of Technology and designed to give first-time programmers the ability to make games. Nintendo Power subscribers will have the chance to join in on the FUN at a special rate—just $15 for an entire year (in addtion to normal Nintendo Power subscription fees). In Volume 159, we'll go over all of the details about signing up for Project FUN as part of our new monthly column—Fundamentals. You love to play games. Soon, you'll get to make them, too!



FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Program Progress

Snakes

Change the Color of your Pool Table

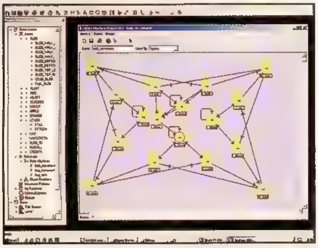
Increase the Challenge with New Environments

Nintendo Power's Fundamentals column will provide information about Project FUN, follow current FUN projects and offer advanced tips.

GAME DEVELOPMENT 101

DigiPen Makes it FUN from the Start

"The aim of Project FUN is to introduce people to the process of making games," says Claude Comair, president and founder of the DigiPen Institute of Technology. "It's the launching pad from which DigiPen students take off in their first semester." Project FUN's online debut this summer will be the latest chapter in the university's ongoing effort to bring the concepts of programming, mathematics, art and science to new students, and to have them apply those concepts to game development. Participants will have access to the FUN Engine, the FUN Editor and a volume of information on how to use the tools to make games. The online community will include periodic sessions that follow the development of full-fledged games, from the title screen to the "Game Over" message. In the future, the site will feature online chat sessions that will allow Project FUN members to talk to each other and share programming concepts and game ideas.



Project FUN members will have access to the FUN Engine and FUN Editor, giving them the power to create games on their PC. The Project FUN website will include helpful advice and instruction.

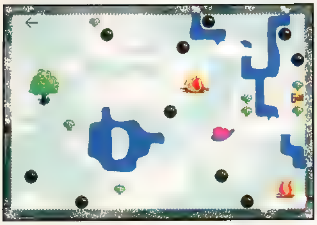
The Game Industry Grows

"By reaching out to thousands of people with Project FUN," says Comair, "we are hoping that more young, spirited programmers and artists will consider coming to the game industry." He hopes that experience with the Project FUN tools and community will give participants the understanding that there are many different ways to contribute to game development, and to help them find their own way into the field. "By giving the pen to more people, we will probably see better programmers, better storytellers and better artists coming out of the community." Comair's goal is to take away the mystique that surrounds game development and to give willing participants a way to begin learning with immediate results and a lot of FUN.

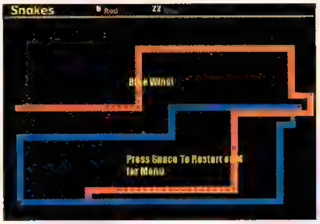
Project FUN tools can be used to create any type of game, from space shooters to adventures.

GAME ON! DOWNLOAD AND PLAY PROJECT FUN GAMES NOW!

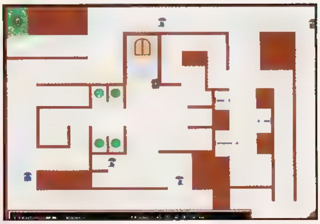
While the Project FUN online community will not officially go live until July 20, 2002, the DigiPen Project FUN website (www.projectfun.digipen.edu) currently offers several downloadable games that demonstrate the software's capabilities. The games were developed by freshman DigiPen students with Project FUN tools and simple graphics programs.



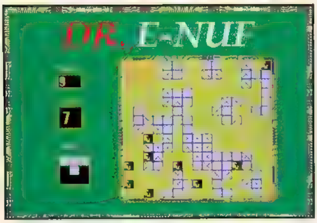
Puzzle game Slime Warrior challenges you to reach the exit by manipulating the environment.



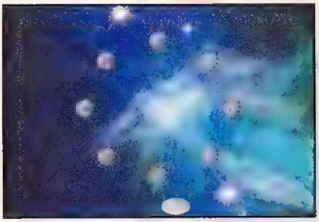
Two ever-moving reptiles attempt to trap each other in Snakes.



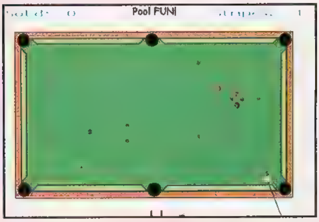
Guide a warrior through countless dungeons, collecting keys and defeating enemies, in Bones.



Dr. E-Nuf is a bug-crushing puzzle game, in the tradition of Tetris, for one or two players.



Space shooter Spazzix pits you against wave after wave of alien attackers.



Pool FUN! is an eight-ball simulator, complete with realistic physics and sound effects.

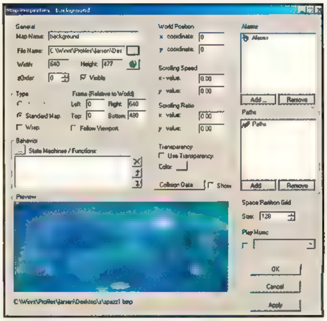
PROJECT PiECES

Create Games from Scratch

"When people use Project FUN, they learn that a game is made up of several elements—art, objects, maps and more," says Samir Abou-Samra, vice president of engineering at DigiPen. "The program takes the elements and updates their status 60 times a second, giving each moving object new coordinates that are based on preset behaviors and the events that take place in the game." When you create your own games using the Project FUN tools, you will develop all of your own elements, assign properties and behaviors to them, and put them together in game levels. You can create any kind of game you want with Project FUN, from side-scrolling action games to arcade classics to role-playing adventures. "There is no difference between game types according to the FUN Engine," explains Abou-Samra. "The engine is very versatile, since you create every game from its basic building blocks."

Assets in Action

The Project FUN tools don't include an art program, but they accept art resources developed with programs such as the Paint tool that comes with Microsoft Windows. After you create the elements, you can add them to your game project, give them properties and put them all together to create the game. The properties that you give game elements include animation, weight, direction and a variety of behaviors that relate to their function within the game. Much of the behavior of game elements is determined by creating and manipulating a graphically oriented tool called a State Machine. In the FUN Editor, a State Machine looks like a series of circles that are connected by arrows. The circles represent each state (idle, moving left, moving right) that the object can take while the arrows represent the events that bring the object from one state to the next. As you assign states to every object, you will give them instructions that are written in the C++ programming language. To compile and run your programs, you will need a C/C++ compiler. The Project FUN website will include links to compilers that you can download for free.


Map Properties - background
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World Position
Alarms
Scrolling Speed
Scrolling Ratio
Type
Frame (Relative to World)
Behavior
State Machines / Functions
Transparency
Preview
Paths
Space Partition Grid
Play Music
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Collision Data
OK
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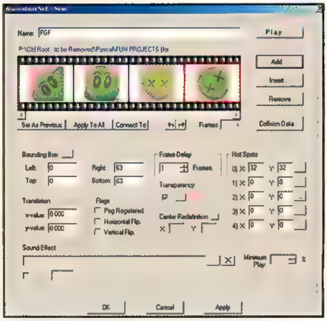
After you use an art tool to create a background or map for your game, you can add it to the project.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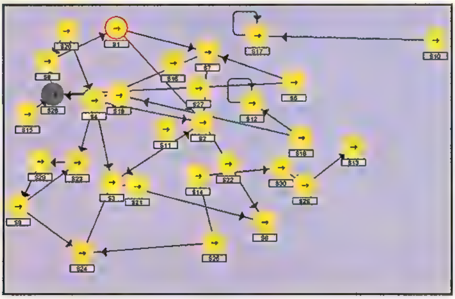
1 Frames
☑
0) X: 32 Y: 32
1) X: 0 Y: 0
2) X: 0 Y: 0
3) X: 0 Y: 0
4) X: 0 Y: 0

The animation interface allows you to assign an animation cycle to every state of every sprite in your game.

Learning by Example

Project FUN has been developed for programming novices who want to make their own games and learn how to program. The DigiPen website and our upcoming Fundamentals column will have plenty of examples of working projects that you can follow step by step, from beginning to end. As you go through the examples, you will learn how to create and combine all of the elements that go into a Project FUN game. The chance for you to exercise your creativity begins next month!

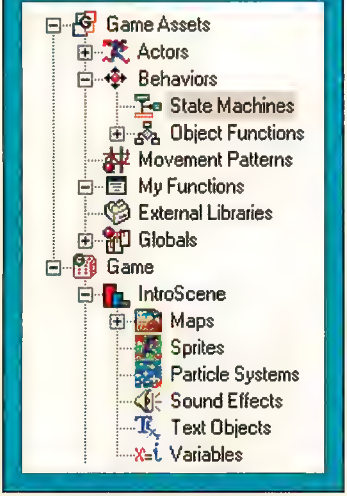


State Machines show how objects go from one state to another, either through user input or by interacting with other objects.

PUT iT ALL TOGETHER

Develop and Combine Game Elements

Every Project FUN game is made up of a variety of elements, each with its own place within the Project Resources tree. The Game Assets section is where you will create all the elements of a game—the characters (known as "Actors"), maps and State Machines, which define how Actors react to both their environment and player input. The Game section of the Project Resources tree is where you will manipulate all the Game Assets and create the levels of your project.


Game Assets
Actors
Behaviors
State Machines
Object Functions
Movement Patterns
My Functions
External Libraries
Globals
Game
IntroScene
Maps
Sprites
Particle Systems
Sound Effects
Text Objects
Variables

THE MANIA IS ABOUT TO BEGIN ALL OVER AGAIN.
HOGAN
HULKSTER
LEGENDS OF WRESTLING™
THE FIRST WRESTLING GAME ON NINTENDO GAMECUBE.

42 of wrestling's greatest including: Hulk Hogan, Bret "Hitman" Hart, Jerry "The King" Lawler, Rob Van Dam and many more!

Dominate your foes with the all-new ISP system for lethal one-button combos!

First-ever interactive wrestler entrances with announcer introductions!

Never-before, in-depth career guidance by Captain Lou Albano and "Mouth Of The South" Jimmy Hart!

Hulk Hogan, Bret "Hitman" Hart, Jerry "The King" Lawler, Rob Van Dam, Jimmy "Superfly" Snuka, Road Warrior Hawk, Road Warrior Animal, Terry Funk, George "The Animal" Steele, Iron Sheik, Greg "The Hammer" Valentine, King Kong Bundy, Ricky "The Dragon" Steamboat, Ted DiBiase, "Superstar" Billy Graham, Mr. Fuji, Captain Lou Albano, Tito Santana, The Sheik, Ivan Koloff

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence
NINTENDO GAMECUBE
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EA SPORTS™
NCAA® FOOTBALL 2003
18

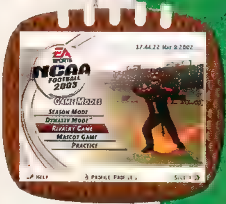
FIGHT, FIGHT, FIGHT FOR YOUR FAVORITE SCHOOL IN EA SPORTS' NCAA FOOTBALL 2003 FOR THE GCN!

EVERYONE E CONTENT RATED BY ESRB

© 2002 Electronic Arts Inc.

BOW DOWN TO NCAA FOOTBALL 2003

If you've been searching for a way to take your school to the national championship, your search is over. NCAA Football 2003 has over 100 college teams, tons of modes and oodles of options—including ones that let you create teams, players and rivalries. Keith Jackson himself couldn't ask for more.


17:44:22 Mar 8 2002
EA SPORTS
NCAA FOOTBALL 2003
GAME MODES
SEASON MODE
DYNASTY MODE™
RIVALRY GAME
MASCOT GAME
PRACTICE
HELP

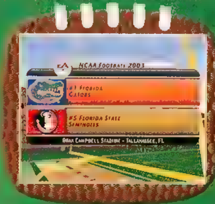
MANY, MANY MODES

Different modes of play in NCAA Football include Practice (work on your moves), Season (take a team the distance), Dynasty (take a team through a multiseason spectacular), Rivalry (play against a long-standing opponent) and Mascot (slug it out with teams composed of costumed school mascots).

CAMPUS CHALLENGE
4

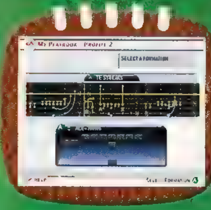
RULE THE ROOST

The Campus Challenge option lets you earn points for great on-field performances. Points earned in the Campus Challenge can be used to buy cheats, teams, mascots and stadiums.


NCAA FOOTBALL 2003
#1 FLORIDA GATORS
#5 FLORIDA STATE SEMINOLES
DOAK CAMPBELL STADIUM - TALLAHASSEE, FL

TAKE ON THE HATED CROSSTOWN RIVALS

Rivalry games are an essential part of college football. If you play a rival, you'll hear the play-by-play announcers talk about the history of the schools and the rivalry, and you also might take home a special trophy.


MY PLAYBOOK PROFILE 2
SELECT A FORMATION
HELP

MAKING YOUR OWN GRADE

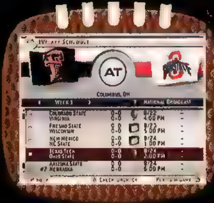
You can customize almost anything in NCAA Football 2003. In addition to being able to design your own players, teams, stadiums and coaches, you can draw up your own game-breaking plays. You can then export the plays to the playbook of your favorite team.

QUEST FOR THE CHAMPIONSHIP

Taking a team through a full season is a difficult but ultimately rewarding task. You must win (and in some cases win big) to secure yourself a spot in a postseason bowl game. You'll have a better shot of getting into a bowl if you choose a powerhouse like Nebraska or Florida State.

TEAMWORK

Your first order of business is deciding who you want to guide to the championship. You can choose from 117 1-A teams, a handful of 1-AA teams or even a created team.



TAKE ON THE CREAM PUFFS

You can rearrange your schedule during the preseason. Try to have at least one tough non-conference game—you'll earn extra BCS points if you win. Note that you cannot drop or otherwise alter games against teams in your own conference.

WATCH OUT FOR EAST COAST BIAS

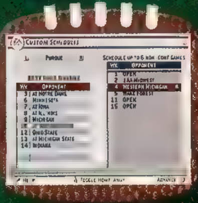
As you move through the season, your team will be ranked in the BCS polls. Just like in real life, the ranking tends to favor some teams over others—but even a little-known team can crack the top 25 if it wins the big games.

BOWL ME OVER!

It will take a near-perfect season to reach the championship game, and sometimes one loss is enough to knock you out of the running. But don't try to win by just playing Harvard over and over—weak schedules are frowned upon by the bowl organizers.

DOMINATE THE COMPETITION

If you just want to follow one team year in and year out, Dynasty Mode is for you. You can tinker with every aspect of a team—including recruiting up-and-coming high school players—and then take your players through the entire season year after year.



SCHEDULING CONFLICTS

It wouldn't be any fun to play the same non-conference teams year after year, so Dynasty Mode lets you shake things up a bit. Create your own schedules (including the preseason) and see if your team can dance with the big boys. Try taking on a high-profile team to improve your standings in the polls.

SIT DOWN, SON

If you have an injured player—or just want that prized rookie to hang around for one more year—move him to the redshirt list before the season starts. You can also recruit players from all 50 states and Canada. The better you play, the more likely a recruit is to consider your college.

PUT ME IN, COACH!

You'll see close-ups of your coach on the sidelines, so make sure he's got a face that mothers everywhere can love. But don't spend all your time tinkering with the coach's looks—if you fail to impress the school's powerful elite within three years, you might be looking for a new job.

AWARDS AND ACCOLADES

Special awards are handed out both during the season and at its end. The highest honor in all of college football, the Heisman Trophy, can even be yours—but only if you've got the skills.

DEVELOPER INTERVIEW

Nintendo Power took a trip to the offices of NCAA Football 2003 developer, Tiburon. The game's executive producer, Jeff Luhr, was kind enough to sit down and answer all our gridiron questions.

NP: How does Dynasty Mode work?
JL: It starts out in Coach Mode, where you sign a three-year deal. You have certain expectations you must meet based on the quality of the school. So if you go to Nebraska or Florida State, the expectations are going to be much higher than if you go to an unranked school. You can also customize your schedule, so if you play games against ranked powerhouses it will help your standings in the polls. We even have television coverage, so the top games you play will be on the air and you'll earn extra recruiting points. This translates to an off-season that's like a game within a game.

NP: Obviously you can't use real player names. How did you solve that problem?
JL: There's really nothing we can do about that. But you can edit any player in the game to adjust height, weight, physical attributes, rankings and name. So you could edit names for every player on all 117 1-A teams, and you'll probably get the audio in the game for those names. So if you type in Smith for the player, the announcers will say "Smith with the carry" or "Smith on the interception." We have approximately 1,700 names in the game, which is a good number. That's a lot of work, though, so I'd say have someone else do it and then steal the Memory Card.

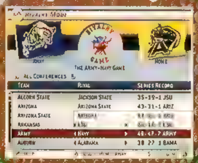
NP: Or pay your little brother to do it?
JL: (Laughs) Yeah, exactly.

NP: What have you done to capture the collegiate feel?
JL: We have all new fight songs this year, three times more than we've ever had.

(Continued on page 76)

BRAGGING RIGHTS IN RIVALRY MODE

Oregon vs. Oregon State. Notre Dame vs. Michigan State. The Civil War. The Apple Cup. The Old Oaken Bucket. If the thought of taking on a team's bitter rival sends shivers down your spine, take a good look at Rivalry Mode.



THE ARMY-NAVY GAME

TEAM	RIVAL	SERIES RECORD
ALCORN STATE	JACKSON STATE	35-19-1 JSU
ARIZONA	ARIZONA STATE	43-31-1 ARIZ
ARIZONA STATE	ARIZONA	[illegible]
ARKANSAS	LSU	[illegible]
ARMY	NAVY	48-47-7 ARMY
AUBURN	ALABAMA	38-27-1 BAMA

TEAR DOWN THE GOALPOSTS AND CALL IT A DAY

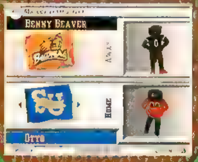
Rivalry matches have a special place in college football. Some have been fought for over 100 years, and you'll learn all about them if you play a rivalry game. There are dozens of such matchups in the game.

GET A TROPHY FOR YOUR TROUBLE

Some rivalry matches give a trophy or keepsake to the winning team. You can save earned trophies to a Memory Card and revisit the glory days whenever you want.

I CAN'T SEE IN THIS THING!

Have you ever wanted to see how Benny the Oregon State Beaver would fare in a matchup against Otto the Syracuse Orange? Well, we never thought about it either, but now you can put the sideline cheerleaders to the test in Mascot Mode!



HILARIOUS HIJINKS ENSUE

If you need a break from the rigors of a college season, let the mascots slug it out. You haven't lived until you've seen a large, blue cowboy being tackled by an oversized bird. You'll need to unlock some mascot teams by earning points in the Campus Challenge.

PRACTICE MODE MAKES PERFECT

If you're having trouble in the big games—or just want to see if the play you designed will work in a [illegible] situation—give Practice Mode a whirl. It's also a great place to check out new recruits and organize your depth chart.

AT LEAST YOU DON'T HAVE TO RUN WIND SPRINTS

You can practice with a full squad, an offense or the kickoff team. Choose a play and then run it again and again until you have it down. Practice Mode is also useful for figuring out which of the five [illegible] for you.

FIND THE TEAM OF YOUR DREAMS

If you can't find your favorite team in the game, you might want to consider switching allegiances. With 117 1-A schools and 27 1-AA schools (AA schools are small-time programs like Prairie View A&M and Yale) to choose from, you should have no trouble finding a team that fits your style.

ACC

- CLEMSON
- DUKE
- FLORIDA ST
- GEORGIA TECH
- MARYLAND
- NC STATE
- NORTH CAROLINA
- VIRGINIA
- WAKE FOREST

BIG TEN

- ILLINOIS
- INDIANA
- IOWA
- MICHIGAN
- MICHIGAN ST
- MINNESOTA
- NORTHWESTERN
- OHIO STATE
- PENN STATE
- PURDUE
- WISCONSIN

BIG 12

- BAYLOR
- COLORADO
- IOWA STATE
- KANSAS
- KANSAS STATE
- MISSOURI
- NEBRASKA
- OKLAHOMA
- OKLAHOMA ST
- TEXAS
- TEXAS A&M
- TEXAS TECH

BIG EAST

- BOSTON COLLEGE
- MIAMI
- PITTSBURGH
- RUTGERS
- SYRACUSE
- TEMPLE
- VIRGINIA TECH
- WEST VIRGINIA

CONFERENCE USA

- ARMY
- CINCINNATI
- ECU
- HOUSTON
- LOUISVILLE
- MEMPHIS
- SOUTHERN MISS
- TCU
- TULANE
- UAB

INDEPENDENTS

- NAVY
- NOTRE DAME
- TROY STATE
- U. CONN
- USF
- UTAH STATE

MAC

- AKRON
- BALL STATE
- BOWLING GREEN
- BUFFALO
- C. MICHIGAN
- E. MICHIGAN
- KENT STATE
- MARSHALL
- MIAMI (OH)
- N. ILLINOIS
- OHIO
- TOLEDO
- UCF
- W. MICHIGAN

MOUNTAIN WEST

- AIR FORCE
- BYU
- COLORADO ST
- NEW MEXICO
- SAN DIEGO ST
- UNLV
- UTAH
- WYOMING

PAC-10

- ARIZONA
- ARIZONA ST
- CAL
- OREGON
- OREGON ST
- STANFORD
- UCLA
- USC
- WASHINGTON
- WASHINGTON STATE

SEC

- ALABAMA
- ARKANSAS
- AUBURN
- FLORIDA
- GEORGIA
- KENTUCKY
- LSU
- MISSISSIPPI ST
- OLE MISS
- SOUTH CAROLINA
- TENNESSEE
- VANDERBILT

SUN BELT

- ARKANSAS ST
- IDAHO
- MID. TENN ST
- NEW MEXICO STATE
- NORTH TEXAS
- UL LAFAYETTE
- UL MONROE

WAC

- BOISE STATE
- FRESNO STATE
- HAWAII
- LOUISIANA TECH
- NEVADA
- RICE
- SAN JOSE STATE
- SMU
- TULSA
- UTEP

UNLOCKING THE MAGIC

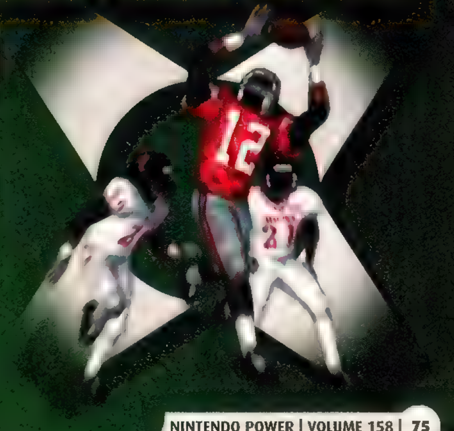
NCAA Football 2003 has some of the best replay value of any game we've seen. In addition to unlocking hundreds of special items, you have the ability to transfer players to a different game!

HISTORY IN THE MAKING

There are four different categories of unlockable goodies: Historic Teams, Cheats, Mascot Teams and Stadiums. If you want to open everything in the game, we suggest playing in Dynasty Mode and setting aside about a year of your time. Also note that the Memory Card requirements for NCAA Football 2003 are substantial—you won't be able to save a season or dynasty unless you get the new Nintendo GameCube Memory Card 251, which will be available starting July 24.

MAKE THE MOVE TO MADDEN!

Your championship season doesn't have to end with the final gun. You can actually download your entire roster to the Memory Card and then transfer it to Madden NFL 2003—the players will then be available in the NFL draft! Keep an eye out for the new Madden game later this year.



DEVELOPER INTERVIEW

(Continued from page 74)
We recorded the fight songs with a 67-piece orchestra and spent over a year researching all the songs to know what teams play in specific situations. Now, if you're a Nebraska fan, you know they're going to play "Hail Varsity" after a touchdown and "Dear Old Nebraska U" after the point-after. We never had that level of detail in the past. The sound is really good, and specific to college football. You hear the bands, the rousers, the fans and the cadences.

NP: What about gameplay? How is the college game different?
JL: The first thing you'll see is the option play. You'll see teams run the option, double option, triple option—lots of formations that you'd never see in the pro game. We've got the wishbone, the flexbone, the double wing . . . Defensively you've got the 4-4 defense, the 5-2—lots of plays that are unique to college football. You can tell a real difference when you compare the college game to the pro game. It's just wide open. You can run with a nimble quarterback and really torch the defense . . . It's fast.

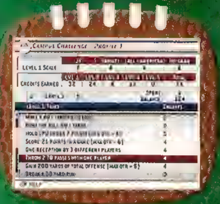
NP: What has been your greatest accomplishment this year?
JL: The fact that we were able to [make the game] with such a small team is an accomplishment I'm really proud of. The production team, the artists, the programmers . . . we all genuinely care about the game of college football. From day one, our goal has been to make this a totally new gaming experience. I think just by putting the two games [NCAA Football 2003 and Madden NFL 2003] side-by-side, and listening to them and watching them just taking in the atmosphere, you'll notice the difference in a matter of seconds. So I think that's the other thing that I'm most proud of.

BIG MAN ON CAMPUS CHALLENGE

We've mentioned the benefits you get from participating in the Campus Challenge, but how much work is it? Relax, you'll earn points just for playing a game—although you'll need true star performances to get the big numbers.

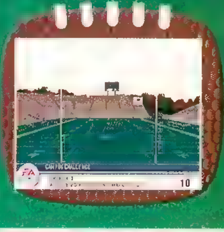
HIT 'EM IN THE WISHBONE, SOCK 'EM IN THE JAW . . .

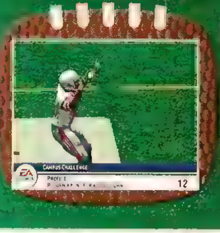
You'll earn points for almost everything you do. Easy points come from making field goals, scoring TDs and breaking long runs. There are five different Campus Challenge categories—each one is worth progressively more points.



SEND 'EM TO THE GRAVEYARD, RAH, RAH, RAH!

You can check the Campus Challenge menu at any time to see which challenges you accomplished and which remain out of reach. You can earn points for a challenge as many times as you complete the requirement.



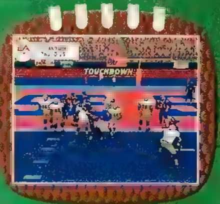


UM . . . THAT'S THE END OF THE CHEER

Some of the challenges, such as gaining 200 kick return yards, are nearly impossible. If you want to earn a ton of points quickly, take on a lousy team and set the quarter length to 12 minutes.

TIME FOR THE TWO-MINUTE DRILL

The clock is ticking and you're down by seven points—time to race down the field and score! The last two minutes of a half are the most important parts of a game. You must use wise clock management and play selection to succeed in crunch time.



OUT OF BOUNDS

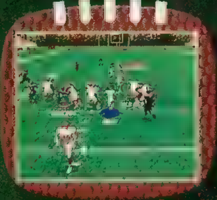
If you're trying to catch up in the final seconds of a game, switch to an all-passing offense and try to hit receivers near the sidelines. If you pass to the middle, you'll waste valuable seconds. The No-Back Offense is perfect for late-game situations.

RUN THE CLOCK

If you're ahead at the end, the clock is your friend. Go into a safe or zone defense to prevent the other team from making a big play, and concentrate on keeping them in bounds. If you're on offense, run the halfback up the gut to keep the clock ticking.

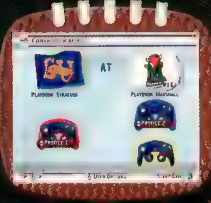
MULTIPLAYER MATCHUP MAYHEM

Naturally, the game includes a multiplayer mode. You can challenge your opponent to a friendly match, take opposite sides of a bitter rivalry or even bet your hard-earned Campus Challenge points.



IT'S A GRUDGE MATCH ON THE GRIDIRON

Players who dive deep into NCAA Football 2003 will love taking on friends—especially if there are Campus Challenge points riding on the outcome. Be sure to decide on camera angles and time limits before starting a match.

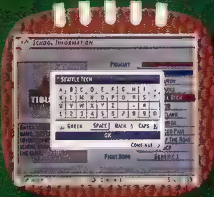

AT
Playbook: Syracuse
Playbook: Marshall
Profile 1
Profile 2

TAKE THE PLAYERS BOWLING

You can switch to a multiplayer matchup at any time—even in the middle of a season. If you're the kind of player who lives for the big game, simulate a full season and then take on a friend in the championship bowl game.

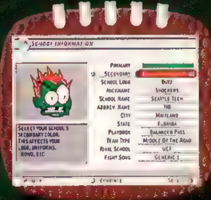
BE TRUE TO YOUR VERY OWN SCHOOL

So 117 teams aren't enough for you? Don't worry, you can add more. Access the Create-a-School option to build your own college from the ground up. You're playing a sports game, which means you don't have to worry about hiring professors or setting academic standards.


School Information
Seattle Tech
Primary
Shift
Space
Back
Caps
OK
Continue
Fight Song
Generic 1

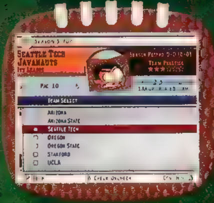
WHO ARE YOU?

First things first—name your college and decide where it's going to be located. If you're playing in Dynasty Mode, keep in mind that most recruits like to stay close to home. You might want to pick a populated state like Texas so you have a better shot at bringing in the blue chips.


School Information
Primary
Secondary
School Logo
Nickname
School Name
Abbrev. Name
City
State
Playbook
Team Type
Rival School
Fight Song
Buzz
Snookers
Seattle Tech
Maryland
Florida
Balanced Pass
Middle of the Road
UCF
Generic 2
Select your school's secondary color. This affects your logo, uniforms, road, etc.

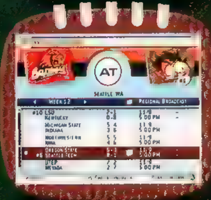
WHAT DO YOU LOOK LIKE?

There are plenty of other items on the Create-a-School agenda, including picking your logo, uniform, colors, playbook, rival school and fight song. Your choices aren't set in stone—you can return to the menu at any time to edit a created school.


Seattle Tech
Javanauts
Pac 10
Team Select
Arizona
Arizona State
Seattle Tech
Oregon
Oregon State
Stanford
UCLA

WHERE WILL YOU PLAY?

No team is an island, and you need to pick a conference in which to test your might. You must bump one pre-existing team from the conference to make room for your new school. Keep in mind that you'll play most conference teams every year.


AT
Seattle WA
Week 12
Regional Broadcast
LSU
Kentucky
Michigan State
Indiana
Iowa
Oregon State
Seattle Tech
UTEP

WHY SHOULD WE LIKE YOU?

Initially, a created school won't have much respect from either the BCS crowd or recruits. You'll have to earn clout by playing well, defeating well-known schools and participating in bowl games. It will be a few seasons before your team is known as one of the big boys.

AN IMPRESSIVE LINEUP

It's hard to overstate the depth of NCAA Football 2003—the range of modes, options and details is truly staggering. Whether you want a quick game against a buddy or full control over an entire college program, the title has you covered. Go team, go! Win, team, win!

BEST BUY
NINTENDO GAMECUBE
GAME BOY ADVANCE

Heavy-Duty Selection.
Regular-Duty Carts.

There's only one place to go when you want to load up on all the latest and greatest Nintendo® games and gear. We pack as much Nintendo gaming fun into one area as possible. So whether you're looking for the latest GameCube™ or Game Boy® Advance games, or the coolest extras that make your system more fun, you can get it here. Just try not to fit it all in one cart.

Wavebird Wireless Controller
Don't get tangled up or tied down by a wireless controller. It offers the same control as regular controllers, but with wireless gameplay up to 20 feet.

GameCube™ Memory Card 251
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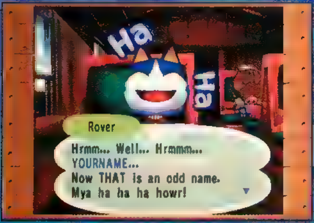
Welcome to
Animal Crossing
Population: Growing!

Welcome to your new life

Of all the big games springing from Nintendo's imagination in 2002, Animal Crossing is the one that will change the way you live—literally! Haven't you always wanted the coolest room ever? It's yours. How about a whole house to call your own? Done. Want a wild bunch of friends? Animal Crossing's the only place to be. Okay, here's a biggie: You can even travel the world in search of dinosaur bones. But we're getting a little ahead of ourselves. Over the next three issues, Nintendo Power will take an in-depth look at Animal Crossing, a game that's so huge that it lasts for as long as you keep playing, even for years! Animal Crossing is Nintendo's most extensive real-time game ever. No matter what time it is—day or night, Tuesday or Saturday, winter or summer, Halloween or New Year's, 2002 or 2007—Animal Crossing matches the real world tick for tock. This month, we take a look at what you'll be doing for the first few weeks: making friends and building your new life.

YOU'RE UNIQUE IN THE WORLD!

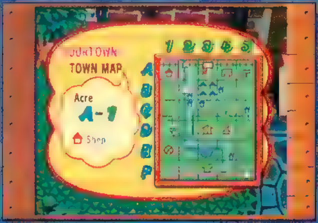
No two people who start up Animal Crossing for the very first time will visit the same town. The game tailors a town just for you. After that, every time you come back to your town, it'll be just like you left it. Mostly, anyway—just as time passes in the real world, time passes in Animal Crossing, too. Trees grow. Mail arrives. Friends come and go. And bags of money get buried underground. (We're getting ahead of ourselves again.) And though there's no one way to play Animal Crossing, players learn the same game basics over the first few weeks. You'll name yourself—and your town. You'll meet Tom Nook, who will sell you a house that's empty at first. Then, within the first few hours, you'll acquire lots of cool stuff to arrange however you like in your pad. You have your own unique style, and Animal Crossing lets you express it!



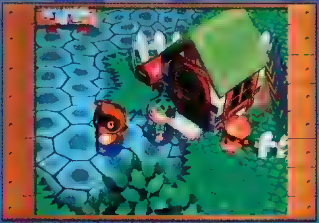
Rover

Hrmm... Well... Hrmmm...
YOURNAME...
Now THAT is an odd name.
Mya ha ha ha howr!

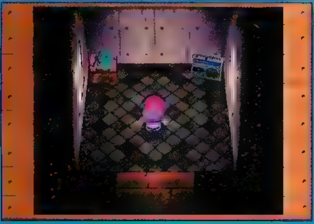
When you first start Animal Crossing, you'll find yourself aboard a moving train with the super-friendly Rover. He'll ask you what your name is and what town you're going to—only the first of many ways that you make Animal Crossing into a game that's all about you!



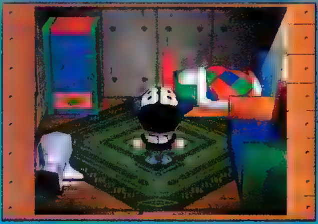
You'll soon arrive in your town. It has buildings common to all towns—such as the shop and post office. But much is unique about your town, such as buildings' exact locations, what the landscape looks like, which townies live there and where they all live.



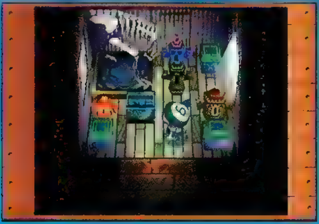
The shopkeeper, Tom Nook, will greet you and offer you your choice of four houses near the train station. But you immediately discover that you don't have nearly enough money to pay for it. No worries: The kind raccoon will hire you part-time to work off the debt.



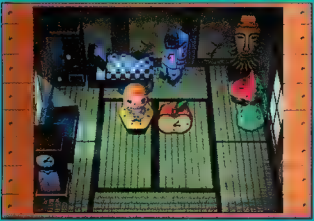
Between your house and your personal inventory, you'll have next to nothing at the beginning. But you'll nab your first few personal possesions in no time. Unless you'd rather carry furniture around on your back, your home makes for a cool place to keep all your stuff!



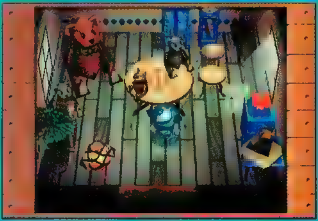
It won't take long to pack your small house to the rafters with all your newfound stuff. Arrange it any way you like. Twist it. Turn it. Shove it across the room. Many things are actually functional, too. Stow clothes in cabinets. Zonk out on a bed. It's your stuff. Enjoy it.



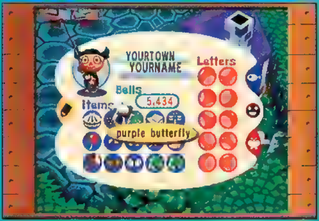
Don't like furniture? Would you rather show off a collection of rare objects instead? That's up to you. There are lots of odd and funny things you can find in your town, such as buried fossils, buzzing insects, swimming fish, quirky statues called Gyroids and much more!



Don't worry about maxing out floor space with your growing collection of cool stuff. Once you pay Tom Nook what you owe him, he'll offer you an even bigger house, maybe even with a basement or second floor. In time, your pad may be the coolest palace around.



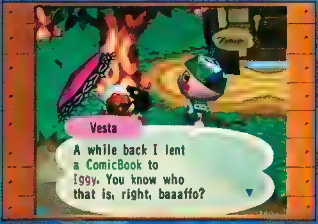
If you really like your furniture, you can try to collect the entire set! To collect a whole set, you'll need to roam far and wide, making friends, searching high and low, and shopping at Tom's store every day to see what's new. In time, though, you can make an amazing statement.



When you're running around town, you can carry plenty in your inventory. Huge things collapse conveniently into superlight tree leaves, so you can even haul a full set of T-Rex bones! From the inventory, you can also equip yourself with tools and suit up in whatever clothes you want.

WHO'S IN YOUR NEIGHBOR-WOOD?

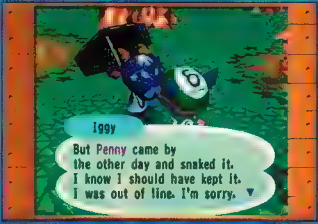
In your forest town, you'll meet your unique group of friendly fauna. There's a huge menagerie of wild characters in Animal Crossing—penguins, apes, cows, rhinos, even koala bears. And chatting with all your neighbors goes hand-in-hand with your pursuit of cool stuff. So does sending everyone lots of letters. The local population has plenty to say and write—about themselves, each other and especially about you! You'll also see their houses and personal styles, so conversations often wander into what cool stuff they own, too. You can do favors for your friends and fetch possessions that they've lent to others, which sometimes involves a long goose chase! When you complete a task, your friend will give you a present out of appreciation.



Vesta

A while back I lent a ComicBook to Iggy. You know who that is, right, baaaffo?

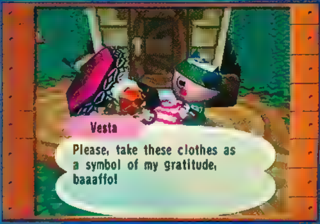
Your neighbors are pretty generous with their possessions. And when they're not busy asking how you are or what you've been doing, they'll be happy to send you all over the town to retrieve their stuff.



Iggy

But Penny came by the other day and snaked it. I know I should have kept it. I was out of line. I'm sorry.

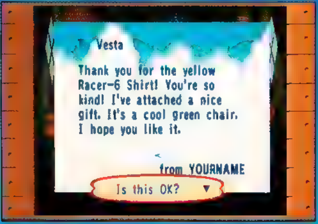
In fact, the townspeople are so generous with their possessions that they often lend stuff that they've borrowed to other townies. To collect items, you may find yourself following a long chain of borrowers and lenders.



Vesta

Please, take these clothes as a symbol of my gratitude, baaaffo!

Whoever actually has the long-lent item will turn it right over to you and ask you to deliver the item back to its original owner. When you do, you'll receive more and more appreciation—and, just as importantly, a gift.



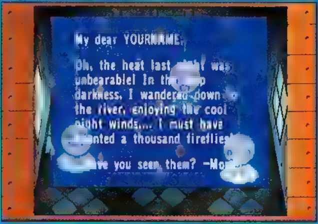
To Vesta

Thank you for the yellow Racer-6 Shirt! You're so kind! I've attached a nice gift. It's a cool green chair. I hope you like it.

from YOURNAME

Is this OK?

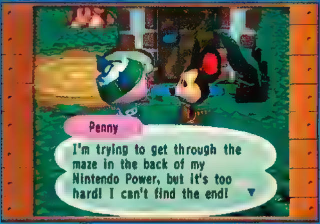
[illegible] Everyone loves to get letters, and characters even show their coolest correspondence to others. You can type long letters to your friends and [illegible]



My dear YOURNAME,

Oh, the heat last night was unbearable! In the deep darkness, I wandered down to the river, enjoying the cool night winds.... I must have counted a thousand fireflies! Have you seen them? -Mo

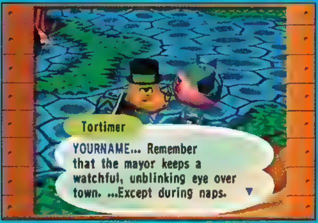
[illegible] response to letters that you've sent. But you'll also receive mail from lots of other sources such as your mom, Tom Nook [illegible] village.



Penny

I'm trying to get through the maze in the back of my Nintendo Power, but it's too hard! I can't find the end!

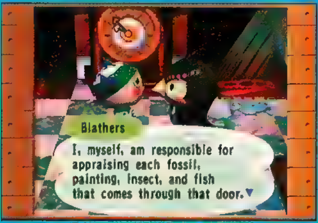
There's a world of other things you'll discover when chatting with and mailing townies. Every day, you'll want to check in with everyone because you never know [illegible]



Tortimer

YOURNAME... Remember that the mayor keeps a watchful, unblinking eye over town. ...Except during naps.

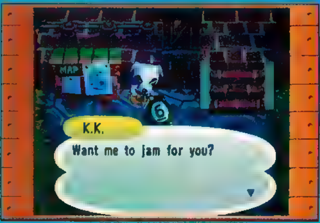
[illegible] such as Tortimer, the mayor [illegible]



Blathers

I, myself, am responsible for appraising each fossil, painting, insect, and fish that comes through that door.

[illegible] like Blathers, who runs the local museum. He's constantly looking for rare things to add to his galleries, so he's always there to [illegible]



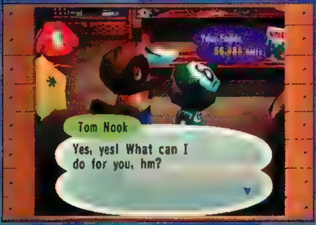
K.K.

Want me to jam for you?

[illegible] such as K.K. Slider, the guitar-playing dog who brings new tunes to your town every week. He's got hilarious canine [illegible]

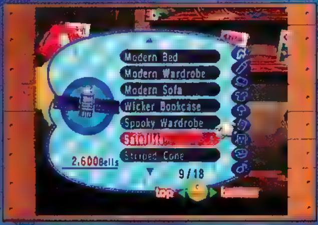
PAYING YOUR WAY

Another way to collect cool stuff is to out-and-out purchase it, and Tom Nook's shop is one of the best places to go for a wide selection of items. Need the latest [illegible] or neat stationery for that special someone? [illegible] about something [illegible] for your home like a bonsai tree, cola machine or watermelon table? Tom sells it all, but not all at once. You'll want to check in with him daily to see what's come in to the shop. Of course, he'll want payment—and that opens up a whole [illegible] world of moneymaking activities!

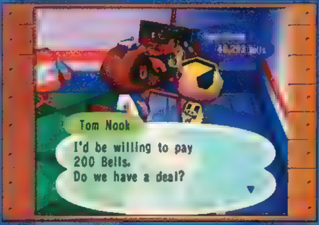


Tom Nook
Yes, yes! What can I do for you, hm?

Every day, Tom sells only a limited number of items in his small store. You'll clean him out if you buy everything that's shown on the benches and floor. Every day, he'll have more. And over time, his store will grow and offer much more.

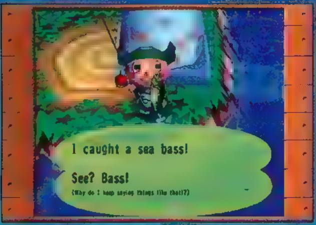


You can also buy more goods in a catalog, which contains a huge, growing number of items. You'll sacrifice instant gratification, though: You'll need to pony up the money then wait for your catalog order to arrive in the mail.



Tom Nook
I'd be willing to pay 200 Bells.
Do we have a deal?

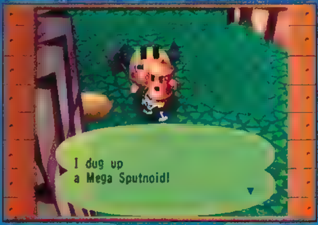
There are countless ways to earn cash in Animal Crossing, and one quick way is to sell things to Tom. He won't pay nearly as much as he'll charge you for the same item. So shrewd sellers should never give up their best stuff!



I caught a sea bass!

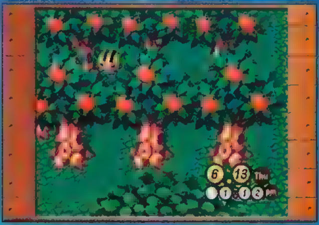
See? Bass!
(Why do I keep saying things like that!?)

Another quick way to [illegible] some cash is to grab a fishing pole and troll for one of the dozens of aquatic critters swimming in your town. Then you can sell it to Tom. His offers vary widely, [illegible]



I dug up
a Mega Sputnoid!

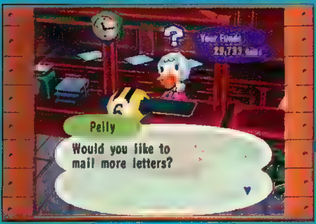
One more [illegible] method for digging up money is to run all over your village each day, searching for telltale signs of buried treasure. You might find fossils or Gyroids that Tom will buy—or you could [illegible] find a bag of money!



[illegible] money doesn't grow on trees hasn't visited an Animal Crossing town, where you can shake trees and see bags of money fall. Better yet, fruit—if you plant fruit, you [illegible]

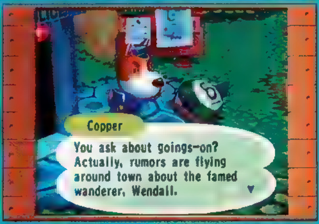
MUST-SEE SPOTS

[illegible] destinations [illegible] already [illegible] are lots [illegible]



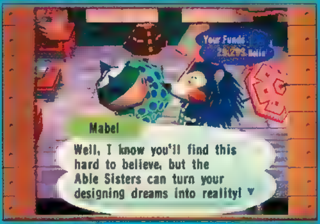
Pelly
Would you like to mail more letters?

[illegible] to pay a visit to the post office, where Pelly takes your letters during the day. (In the evening, Pelly's surly sister, Phyllis, [illegible])



Copper
You ask about goings-on? Actually, rumors are flying around town about the famed wanderer, Wendall.

[illegible] found, where you can grab misplaced items—even if they're not yours! Outside the station, Officer Copper offers the latest news from his street beat, including [illegible]

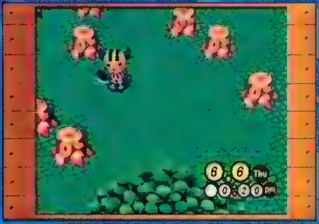


Mabel
Well, I know you'll find this hard to believe, but the Able Sisters can turn your designing dreams into reality!

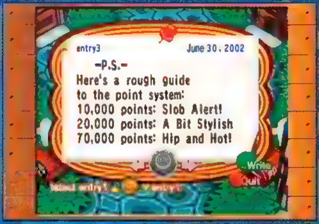
[illegible] clothing and umbrellas, the Able Sisters' shop deals in patterns. With patterns, you can create your own clothing and umbrellas—[illegible]

HOME AND GARDEN

Your town. Your style. Your expression. That's what Animal Crossing is all about. But that doesn't mean you won't get an earful from everyone about your choices in furniture, fashion and flora. That's expected from a game that's as much about communication as collection! Two opinionated sources watch your style the most carefully, however. The Wishing Well tells you how well you're tending the landscape, while the Happy Room Academy mails you letters that judge how successful your interior design skills are. Between the two of them, you'll be busy full time—if you choose to listen to what they've got to say.

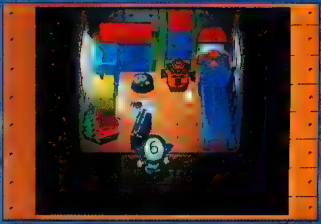


The Wishing Well is a bottomless source of gardening tips. For instance, if someone has clear-cut all the trees in a section of your town, the Wishing Well will tell you—in strange and mystical phrasing—that the area is in a world of hurt.


entry3 June 30, 2002

-P.S.-
Here's a rough guide
to the point system:
10,000 points: Slob Alert!
20,000 points: A Bit Stylish
70,000 points: Hip and Hot!

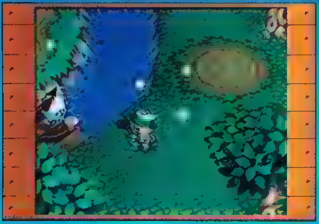
The Happy Room Academy keeps an eye on your house, judging its size, style, placement of furniture, wallpaper choice and just about everything else you could do with your pad. The academy's frequent letters rate your success.



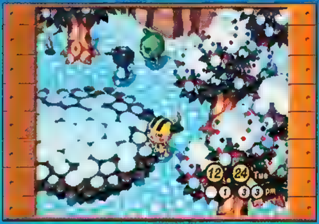
But it's your life. Live it any way that you like. Leave clothes out in the open instead of in drawers. Scatter furniture in all directions. March to the beat of a different design drum—or be a total slob. (Just be sure to squash the cockroaches!)

THE FUTURE'S SO BRIGHT

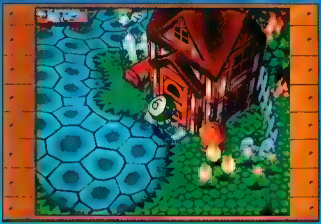
As time passes, Animal Crossing constantly brings changes to your town. As day turns to night, some friends may shut their doors and sleep, while critters such as insects and fish might be waking up. On certain days of the week, the carpet-selling camel and other special visitors may arrive for a few hours. In specific months, holidays such as Halloween and New Year's Eve bring special decorations and one-day-only events. Over the seasons, as you keep visiting your town, you'll learn much about your friends—and greet new friends who put up new houses. Every day, there are a million more reasons to play!



[illegible] time is whatever time it is in the real world. The town seems busiest in the daytime and serene in the evening. There's plenty to do at night, however, like hunting for fireflies.



As seasons pass, the forest instantly changes, such as when winter dumps snow on branches and buildings. And when a holiday hits, the town changes even more—from special decorations [illegible]



[illegible] you'll have more and more opportunities to build up your house and possessions. In time you'll have the biggest house on the block, and [illegible]

TOP 10 REASONS TO STAY TUNED

Are you starting to get the picture that Animal Crossing might be the biggest game ever? We've only scratched the surface! Next issue, in Part 2 of our coverage, we'll dive even deeper into your town. [illegible] (1) If you miss your real-life friends, invite them to live in your town! (2) [illegible] (3) Bury cool stuff then read treasure-hunt clues. (4) Visit your town earlier than your real-life buddies and buy out Tom Nook's store before they do. (5) Plant flowers around their houses. (6) Or rip all their flowers up. (7) Travel to other players' towns! It's true—you really can! (8) [illegible] to your town. (9) Lure residents of other towns to live in your neck of the woods! (10) Is Tom Nook not selling that lawn flamingo you've been looking for? Search the whole Animal Crossing universe for your pink prize! 🍄

AGGRESSIVE INLINE™
Skate the edge of sanity.
developed by
Z-AXIS
TEEN
T
CONTENT RATED BY ESRB
Blood
Strong Language
Suggestive Themes
PlayStation.2
NINTENDO GAMECUBE
XBOX
GAME BOY ADVANCE

Skate as one of the 10 top pros: Jaren Grob, Taig Khris, Shane Yost, Matt Salerno and Chris Edwards

Unleash an arsenal of tricks: big air maneuvers, grinds, vaults, wall rides, fast plants, cess slides and skitches

Punish your friends with split-screen multiplayer; build the ultimate skate-park with the in-game park editor

Attack 9 mammoth levels with environment-altering cinematics at every corner

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AKA Acclaim®
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WORMS BLAST

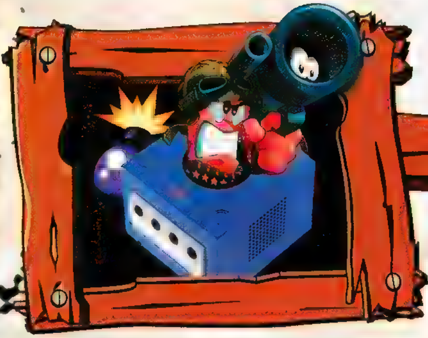
WORMS WORLD PARTY

©2002 Team 17

EVERYONE E Violence CONTENT RATED BY ESRB

EVERYONE E Mild Violence CONTENT RATED BY ESRB

Ubi Soft brings two very different worm-based games to two very different Nintendo systems—Worms Blast for GCN tests your aim and accuracy under pressure, while Worms World Party for GBA tests your strategy and puzzle-solving skills.



WORMS BLAST

Several worms and a handful of assorted animals hop into small watercraft for a rootin-tootin' shootin' game unlike previous Worms games. Patience, a steady hand and familiarity with your projectiles are imperative in the uber-challenging shooting puzzle game.

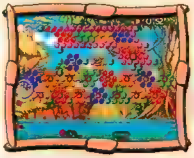
PUZZLE

Select Puzzle to delve into Worms Blast's collection of puzzlers that are harder to complete than they are to figure out. There are dozens of puzzles on the map. Shortcuts and "Challenge" minigames make your tour of Puzzle Mode even tougher.

HARD TARGET

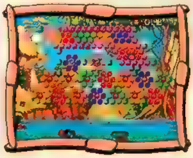
The one-minute time limit makes the already difficult puzzle much harder to complete. You must use the pink Bouncy Blocks to bounce the shells toward the blocks of corresponding colors to clear them away. Speed and precision are of utmost importance in Hard Target.

Purple Flower



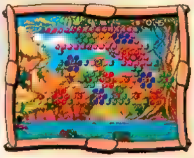
Shoot a Purple Shell at the leftmost cluster of Purple Blocks to clear it out.

Red Ahead



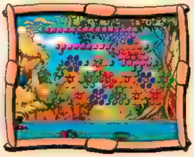
From the far-left corner, aim a Red Shell at the Red Blocks. You can hit the blocks directly.

Green 'Tween



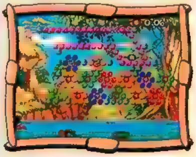
Get a Green Shell ready. Bounce the shell off the Bouncy Blocks to hit the Green Blocks.

Color Bounce



Continue bouncing the colored shells to clear away the colored blocks. The flat layer of Orange Blocks is hard to hit.

Far Target

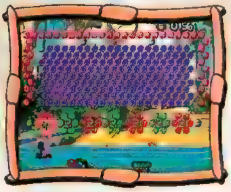


You can shoot the Target with any colored shell. After you clear the Orange Blocks, send another shell in to hit the Target.

BLOCK ROCK

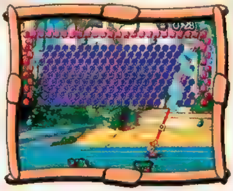
Many of the puzzles are timed, and Block Rock, like Hard Target, has a very short one-minute limit. You'll need to clear away the crates to collect the Lasers that will make a pretty easy task of clearing the Purple Blocks.

Crate Escape



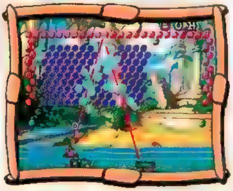
Quickly blast the cluster of blocks surrounding the crates then collect the Lasers from each crate.

Laser Days



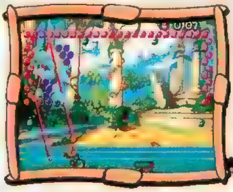
Use the B Button to switch your weapon to the Laser. Each crate gives you about two shots.

Disconnect the Dots



Aim the Laser at an angle so it bounces off the Bouncy Blocks and severs large chunks of Purple Blocks.

Grape Expectations

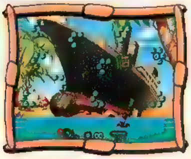


After clearing large clusters of Purple Blocks, go back to pick off the remaining blocks.

TARGET HUNT

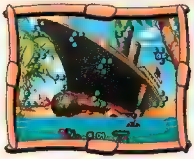
Take the first set of red dots along the map to reach the Target Hunt. Sharpshooters will revel in its timed challenge, which asks you to hit 15 Targets in under two minutes. The Targets appear in the little alcoves created by the light blue Anchor Blocks.

Heavy, Man



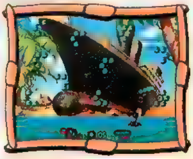
If you send a shell offscreen in any puzzle, a large, heavy object will try to bean you.

On Target



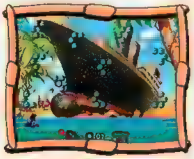
One Target at a time appears randomly inside one of the semicircles of Anchor Blocks.

Aim High



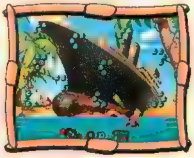
As soon as a Target appears, motor over and quickly shoot at it.

Movin' On



You can stay in one place, but your better bet is to keep moving to the Targets.

Feelin' Lucky?

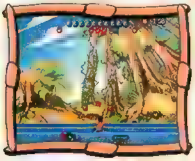


It's unlikely that you'll get 15 your first time out. You have to be fast, accurate and lucky.

CRAZY ALIEN

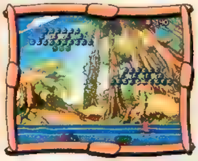
Your boat-driving skills are just as important as your aim in Crazy Alien. You have two minutes to shoot the colored undersides of 15 UFOs. Along the way, you have to avoid the falling Rainbow and Anchor Blocks.

Under the Rainbow



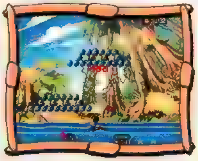
Constantly check the skies for Rainbow Blocks, which will bop you on the head and cause you pain.

Space Invaders?



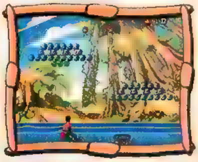
Aim for the colored underbellies of the UFOs. If you're very accurate, you'll never have to waste ammo.

Close Encounters



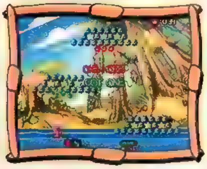
The UFOs aren't destroyed by your successful attacks on their undersides. Avoid them as they drop into the water.

The Worminator



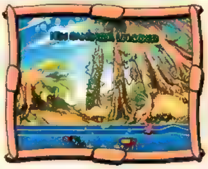
Keep hitting the UFOs' underbellies and moving around the water to avoid them as they fall.

Missile Command



Try not to miss a single UFO underbelly—your work will be much easier, because you'll always have the right colored shell and you'll beat the time limit more easily.

Extraterrestrial



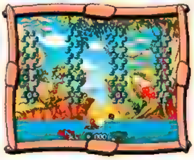
If you can take down 15 spaceships, you'll be rewarded with a Crazy Alien game in Tournament Mode.

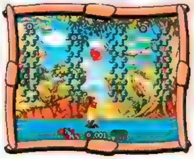
TOURNAMENT

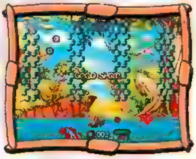
The games in Tournament Mode are of the endless variety, and your goal is to last as long as possible as you try for a high score. Five games are available at the start, and more will open as you play Puzzle Mode. If you wish to start over completely, you can erase all of the High Scores in the Options menu then challenge yourself anew.

TARGET ALLEY

Use your gun to shoot the falling Targets. If you miss 20 Targets, your game will end. You need to learn how to aim your gun in the right direction quickly. The easiest Targets are those right above your head. You can move freely about the bottom of the screen, but it's probably best to stay in one place.

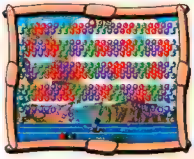

Stay in the Center

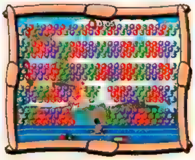

Aim for the Sky

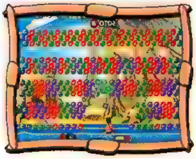

Aim Towards Water

ONE LINE

Clear a path for yourself as you try to survive the falling blocks. The lines will drop down one space every time you fire a shot, so think ahead, or you'll be one flat worm. You'll have only 15 seconds to start with, and you'll get 100 points and an extra two seconds added to the clock for every line that drops down.

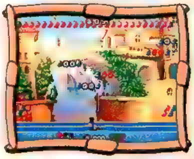

Clear a Path Above

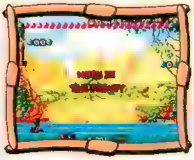

Open a Wide Space

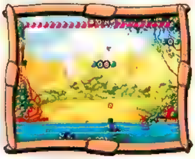

Clear Higher Lines Early

SHOOTING GALLERY

You start the Shooting Gallery with 60 seconds, and you can extend that time by hitting the Targets, which also earns you 1,000 points per Target. If you hit the Red Blocks, you'll lose time but not points. If you hit Targets constantly, you'll be able to extend your time considerably and raise your score.

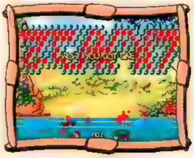

Aim at an Angle

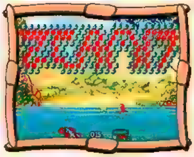

Pause for the Reds

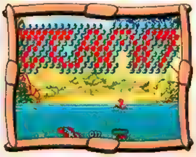

Charge Up Early

TEAM 17 FUN

You have an unlimited clock in Team 17 Fun. Shoot the Stars as they fall or when they're floating on the water. Don't collect any of the Stars, or it'll be game over for you! You don't have to move very often, and there is no penalty for missing Stars. You're awarded 1,000 points for every Star you destroy.

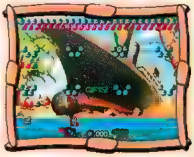

Shoot Floating Stars

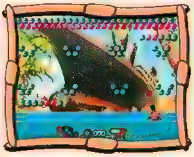

Avoid the Stars

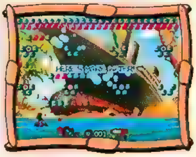

Get Close Enough to Shoot

SUPER FROGGING

Shoot the Targets and stay alive to do well in Super Frogging. Avoid the fast-moving rows of blocks and use the Bouncy Blocks to hit the Targets. The water will rise as you play, which will make it harder or even impossible to avoid some of the moving blocks. As always, you're playing for a High Score.


Collect the Crates

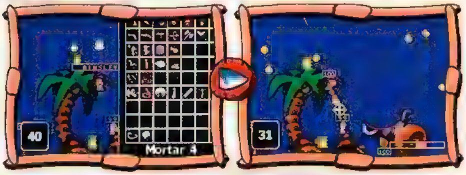

Use the Bouncy Blocks


Watch the Water Level

WORMS WORLD PARTY

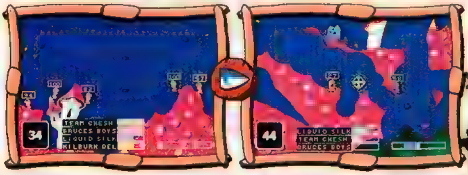
You'll find more traditional Worms-style strategy in Worms World Party for the Game Boy Advance. Up to four players can battle it out in multiplayer mode. We're covering the Single Player Game, which includes three modes: Quick Game, Deathmatch and Mission. Each Mission has a name and a specific goal.

Quick Game



Select Quick Game to start a basic Worms battle. You won't get to select any optional stuff, like your team or the weapons you use, but you will get to start a game immediately without much trouble. The CPU is your opponent, and your mandate is to use your resources to take down your opponent.

Deathmatch

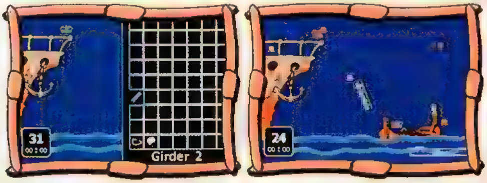


Deathmatch Mode is a bigger, badder version of the Quick Game. You're battling three teams of opponents, however, so the stakes are much higher. You can select which team you are on and which teams you're battling.

GOOD SHIP ARMAGEDDON

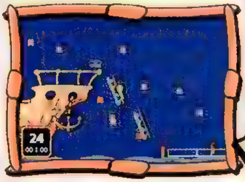
Each Mission has very specific components—weapons, location, items—that create a challenge for you to overcome. To win a round, you must attain a certain goal. In Good Ship Armageddon, your mission is to collect cargo from the slowly sinking Armageddon. You are a single Worm racing against time and a sinking ship, and you have very few items at your disposal.

Make a Path to the Ship



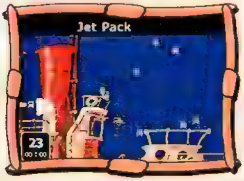
When you start the mission, you might be confused by your discovery that your only items are two Girders. You can't jump over to the ship, so you'll need to build a bridge over to it. The Girders magically float in the air, and if you spin them around with the B Button, they'll double in length.

Second Stairway



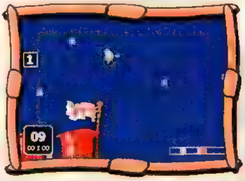
You have 45 seconds for each turn. Try to place both Girders and reach the ship during your first turn. Pick up the Low Gravity item in the boat.

Jump the Gap



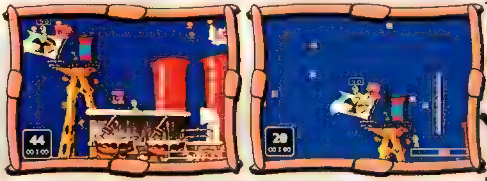
Jump over to the small flag. Don't fall into the gap, or you'll land on a mine that will take much of your health. Pick up the Jet Pack near the life preserver.

Jet Set



Use the Jet Pack to fly up into the air and land on the large, white flag. You might need to practice with the Jet Pack a couple of times, as it can be tricky to operate.

Teleport to the Concrete Donkey

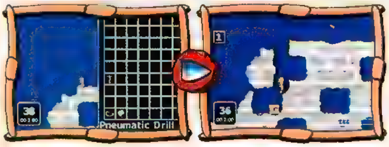


Drop off the smokestack to the next crate, which holds a Teleporter. Use the Teleporter to land directly on the crate next to the opposing Worm. Inside is the booty you've been after all along—a Concrete Donkey! Once you land on the crate, the mission will be complete.

DOO-WOP

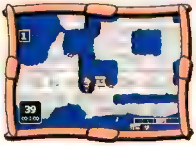
You must locate and knock out an enemy Worm in Doo-Wop. The enemy is hiding below your starting point, so you'll have to drill down to reach him. You don't have many items, and you're very low on health in the mission.

Pneumatic Thrill



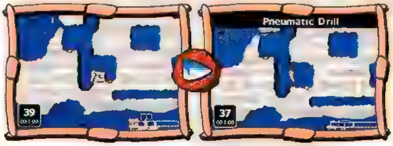
Walk to the edge of the hole beneath you, then use the Pneumatic Drill to reach the crate. Don't go near the mine, or the game will be over!

Drill Ride



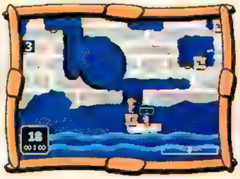
Drill down again and be sure to go a little deeper than the crate.

The Crate Escape



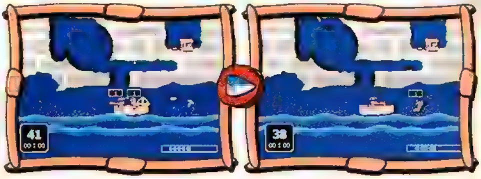
Pick up the crate, get close enough to the mine to set it off, then get out of the way by jumping back to the hole you made. Timing is everything.

Delicate Drilling



Drill through the small section of ground. Be sure to stop the drill early, or you'll drill right through to the water.

Batter Up!

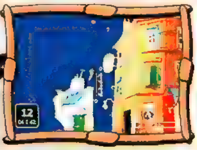


The last crate contains a Baseball Bat. Use it to smack the enemy Worm into the water. Mission accomplished!

TAKE OUT THE TRASH

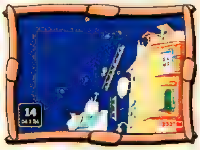
You have two sets of enemies in the mission—the helpless Worms you use the Armageddon item on, and the mines that fall from the sky, which can destroy the bridge you've built out of Girders. Make your way to the Armageddon item and use it to win.

Girder Support



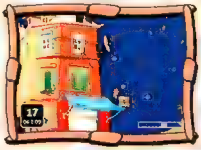
Place the Girder in the space so you can jump back up to either white protrusion.

Small Bridge



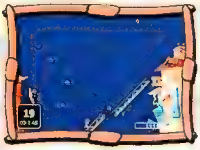
Use another Girder to reach the rooftop. Time your jumps well to cross the roof.

Parachute Peril



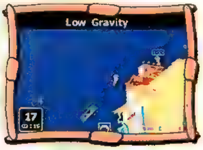
Drop down to collect the Parachute. You'll notice some mines on the ground, and later, more will drop from the sky.

Dangerous Crossing



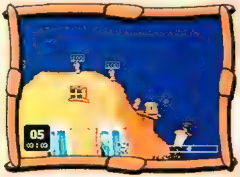
Build a bridge to the crate on the next rooftop and cross it immediately if you have time, or you'll have to deal with mines.

Low Gravity



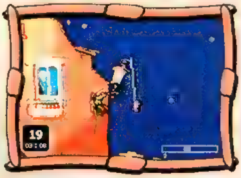
Pick up the Low Gravity item from the crate, then use it to make the high jump to the next rooftop.

Enemy Hop



Your enemies can't and won't attack you. Just hop right over them to continue. Pick up the next crate, which contains the Bungee.

Armageddon It



Bungee down to the ground from the lamp. In the last crate is the Armageddon item. From a safe spot, use the weapon to destroy your enemies. You may be destroyed yourself if you're not careful!

A WORM FRONT

While very different indeed, both Worms games present a great challenge for gamers' reflexes and minds. If you're up for a tough battle on your GBA, or a test of skill and patience on your GCN, you just might want to open these cans of Worms.

EVERYONE
E
CONTENT RATED BY ESRB
GAME BOY ADVANCE
PlayStation 2
PC CD ROM
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EPIC CENTER

The Epic Center team has returned from E^3, and we're more excited than a level-20 mage with a new fireball spell! How does a new Harvest Moon title strike you? Or a Nintendo GameCube-based Dungeons & Dragons game? And then there's the matter of Golden Sun: The Lost Age, which is due to hit your GBA in early 2003. Set your eyes to wide as Epic Center takes you through the RPG and strategy game highlights from E^3. We'll also show you how to clear the original Golden Sun's Crossbone Isle, because that's the kind of good people we are.

EPIC NEWS

UP-AND-COMERS

The 2002 Electronic Entertainment Expo may be a memory, but we're still stunned by the number of RPG titles on the horizon. Take a stroll with Epic Center as we check out the good, the better and the just plain weird from this year's E^3 bonanza.

Golden Sun: The Lost Age

HP 343 HP 287 HP 232
シバの こうげきが29上がった!
Golden Sun: The Lost Age

The biggest announcement came from Nintendo, which unveiled **Golden Sun: The Lost Age**. The sequel takes place after the events of the first game and lets you take control of some familiar characters—including dastardly Felix and the mysterious kidnapping victim, Sheba! We confirmed that the game will include all-new Psynergies, Djinn and summoned spirits while retaining the same battle engine. No word yet on whether Felix has renounced his evil ways or if you will be able to import your saved Golden Sun game to the sequel. The game should hit North American shores in the first quarter of 2003. Nintendo also had an unusual GCN title at the ready: **Doshin the Giant**. Doshin puts you in control of a yellow giant who alternately helps and hinders the development of multiple island tribes. Think Sim City meets Animal Crossing—you're almost there. Doshin the Giant is already out in Japan, but there is no firm release date for North America.

Doshin the Giant

Natsume also put in a very impressive showing. The company that brought you such diverse titles as Harvest Moon 64 and The Legend of the River King has no fewer than three new RPGs on the way—and maybe even more to come. We can't say more at the moment, but trust us—the news is very good.

Car Battler Joe

Topping Natsume's E^3 list is the 2003 release, **Harvest Moon: A Wonderful Life** for the GCN, which places you in the familiar role of a hardworking farmer. The game, which will feel instantly familiar to fans of Harvest Moon 64, boasts new farm animals, new crops and the option to create hybrid vegetables. Naturally you can still get married, have a family and make friends with all the townspeople. Natsume also had a pair of GBA titles: **Wizardry: The Summoning** and **Car Battler Joe**. Wizardry is a traditional dungeon-hack RPG that sends you into a monster-filled maze to retrieve a precious treasure. You can build a party by choosing characters of five different races and nine unique classes—including a Summoner class that can control fantastic beasts. Car Battler Joe is a car-combat RPG set in the future. As Joe, you must follow in your father's footsteps and become the best car battler in the world. There are dozens and dozens of different missions to undertake and almost infinite combinations of new car parts to tinker with. It's one of the most enjoyable titles we've seen in a while, and the Epic Center editors can't wait to get their hands on it. Wizardry: The Summoning should be out in July, with Car Battler Joe to follow soon thereafter.

Samurai
Thief
Priest
Bishop
Mage
Summoner

Wizardry: The Summoning

Train
Make
Look
Erase
Rename
Job
Order
Samurai
Thief
Summoner
Bishop
Mage

Wizardry: The Summoning

Fans of the pencil-and-dice RPG series Dungeons & Dragons could be found clustered around the Infogrames booth at E^3. The French company announced a pair of Dungeons & Dragons titles: **D&D: Eye of the Beholder** for the GBA and **D&D: Heroes** for the GCN. Eye of the Beholder is based on the popular PC and Super NES game of the same name and features new dungeon layouts and side quests in addition to detailed character and class systems. D&D: Heroes places you in the shoes (or sandals) of one of four D&D legends—a Fighter, Wizard, Cleric or Rogue. Heroes is heavily combat- and action-oriented, and you can take up to three other players with you on the quest. Heroes should arrive at the end of 2002, and Eye of the Beholder is coming in October.

Sega nearly stole the show with its booth, which featured the drool-inducing **Phantasy Star Online Episode I and II** for play on the GCN. Phantasy Star Online, or PSO as it is commonly known, will allow players from across the country to link up and explore a vast world full of monsters and danger. It is the first title to take advantage of the Nintendo GameCube modem and has been a mainstay of the Sega Dreamcast for years. Nintendo took the opportunity to announce release dates for both a 56K modem and a Broadband Adapter—look for tons of special PSO coverage in the coming months as online plans solidify and the Epic Center editors start spending all their time jacked into the PSO world. Sega also had a surprise up its sleeve with the announcement of a **Phantasy Star Card Battling Game** (working title). There is no release date for the card game, but PSO and the modems are set to arrive this fall.

Phantasy Star Online Episode I & II

Phantasy Star Online Episode I & II

Speaking of Phantasy Star, THQ is ready to make a lot of new friends with the release of the **Phantasy Star Collection** (working title) for the GBA. The new game combines the Sega classics Phantasy Star I, II and III into one massive Game Pak—allowing for a new generation of fans (or old-timers like the NP Krew) to discover the joy of an intelligent, well-crafted RPG series. Phantasy Star Collection is due to be released in the first quarter of 2003. Unfortunately, THQ was mum about plans to bring Sega's new GBA masterpiece, **Shining Soul**, to the American market, but we'll let you know if those plans change.

BEE
MOSQUITO

Phantasy Star Collection

Not to be outdone, Konami jumped on the card-battling bandwagon with the announcement of two new games based on the Yu-Gi-Oh! cartoon. **Yu-Gi-Oh!: The Immortal Duelist Soul** is a straight-up card battler, while **Yu-Gi-Oh!: Dungeon Dice Monsters** is a blend of card-battling, board game and action. Both titles are for the Game Boy Advance and should be available by the end of the year. Konami plans to pack rare Yu-Gi-Oh! playing cards inside each of the games.

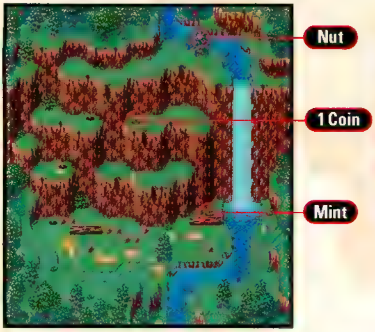
Finally, there are numerous games based on the works of J.R.R. Tolkien coming down the pike. **The Hobbit**, from Sierra, is an action-oriented GCN title that doesn't look to have a lot of RPG elements—but should still be a ton of fun for fans of the books. There are also three games in the works that are based on *The Lord of the Rings*—with more games to follow in the next few years. Electronic Arts has announced **The Lord of the Rings** for Nintendo GameCube and The Lord of the Rings, The Two Towers for GBA. Both versions are based on the films and should hit your GCN and GBA in the fourth quarter of 2002. The other game, called **The Lord of the Rings, Part One**, is a GBA title from Universal Interactive that is based on the books. We are pleased as punch to report that not only is it a traditional RPG, but you can play as all nine members of the fellowship. The Universal title also includes characters from the book that didn't make it into the film, including Tom Bombadil and Farmer Maggot. Look for that game to arrive in October.

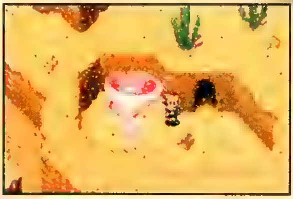
EPIC TACTICS

What better way to celebrate the news of Golden Sun: The Lost Age than by exposing the greatest secret of Golden Sun? Welcome to Crossbone Isle, a land of intensely difficult boss battles, fabulous treasures and mind-blowing puzzles. Grab your favorite Djinn and join us as we show you how to clear the mysterious island.

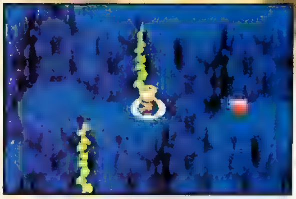
CROSSBONE ISLE, HO!

It's possible to access Crossbone Isle while on the ship to Tolbi, but there's not a lot of reason to do so—you can't clear the isle until you've learned more Psynergies. Actually, you'll want to avoid the island altogether until you know the following Psynergies: Move, Catch, Cloak, Carry, Frost, Reveal, Halt and Growth.





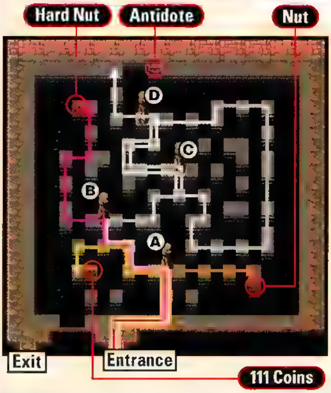
Once you're ready, go to Suhalla Desert and look for the pink tornado. Step into the funnel cloud and let it pick you up—you'll be carried off to Crossbone Isle.



Most of Crossbone Isle is underground, but you'll find a Nut, a Coin and a Mint above. Use Growth to reach them all, then use Whirlwind to access the caves.

CAVE 1

The first cave requires you to jump . . . a lot. Strap on your favorite pair of springy shoes and follow the arrows on the map below.



1 ○ The yellow line leads you to a chest with 111 Coins inside. To jump, just face the direction you want to go and press the Control Pad. If nothing happens, the gap is too large to cross. You must Move pillar A right to reach the coins.

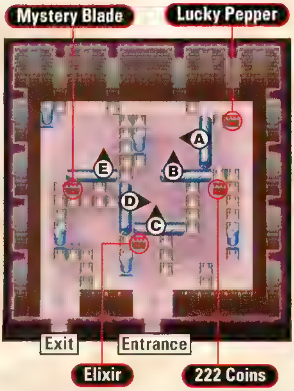
2 ● You'll need to Move pillars A and B to the right before you can reach the Hard Nut. When directions are given, top and bottom refer to the true top and bottom of the map, while left and right assume you are facing the top of the map.

3 ○ The white line leads you on a winding trek through the cave. You'll need to double-back a couple of times and use Move to shift pillars as you go. Pillar D is the trickiest one: You must land on the right side of it and use Move to pull it toward you, then jump back around until you are facing it again. Once you are, use Move to shift it one more space to the right.

4 ● The orange line points to a Nut. If you Move pillar A to the left, you're almost there. Once you leave a cave, all the pillars, switches and other movable puzzle parts will reset. You'll need to leave and reenter Cave 1 several of times to collect everything.

CAVE 2

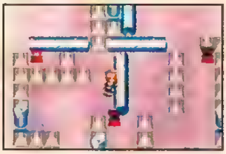
Cave 2 contains a fairly simple puzzle that requires no Psynergy to solve. You'll be rewarded with a Mystery Blade if you can clear the room in one piece.



HP 274 PP 83
HP 444 PP 91
HP 108 PP 170
HP 278 PP 166

Grisly2 uses Bear Claw!
Ivan takes 46 damage!

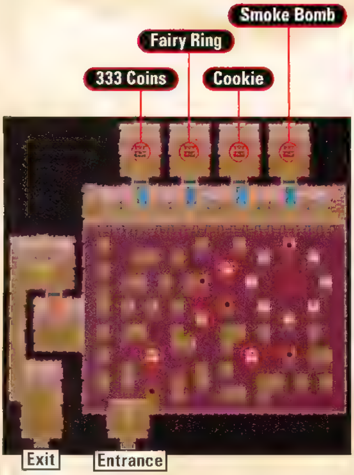
Each cave is guarded by monsters. The creatures will become increasingly difficult as you descend through the caves, so make sure that you save your game often. Be sure to get all the Djinn you can before attempting Crossbone Isle. Check Epic Center in Volume 153 for the location of every Djinni in the game.

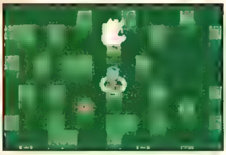


Check the map to the left for the order in which you must push the pillars. (It's alphabetical, so first push A, then B, then C and so on.) If you make a mistake, leave the room and let the pillars reset. Once you have everything, leave the cave through the door marked "Exit" on the map. When you leave a cave, you'll see a pillar and a large gap. Push each pillar to the right so you can leave the island quickly when you're ready.

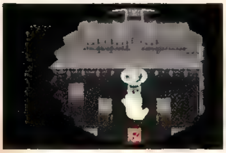
CAVE 3

There's more jumping afoot in Cave 3—and you'll need a set of Catch Beads as well. You must make your way through the room and use Catch to pick up five keys. On the map below, you'll see five small red-and-black circles that connect to a larger, red circle. You'll want to stand on the small circle, face toward the large circle and cast Catch. Once you have all the keys, clear the room of treasure and continue on your way.





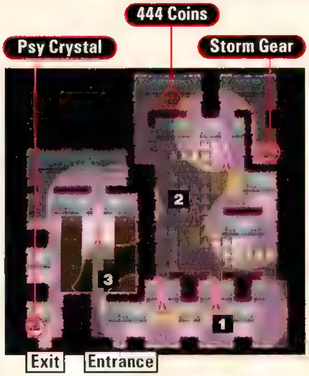
The four Blue Keys are easily spotted, but they can be reached only from a certain position. Check the map so you know exactly where to stand.

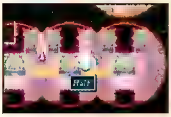


The fifth key, a red one, is invisible. You must cast Reveal to see the hidden item, then use Catch. The invisible key is located underneath the room with the Smoke Bomb.

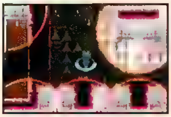
CAVE 4

Cloak and Halt are your friends in Cave 4. The Cloak Ball is located in Babi's Palace, while the Halt Gem can be found in a cave near Kraden's house in Vale.

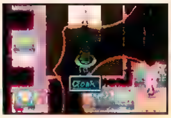




1 Halt allows you to stop items (or, in some cases, people) from moving for a short period of time. Statue 1 is located on a pressure plate, and it will block your path when you try to sneak by. Move to the right or left of the opening so the statue is in front of you, then cast Halt. After the statue is frozen, you can run past it.



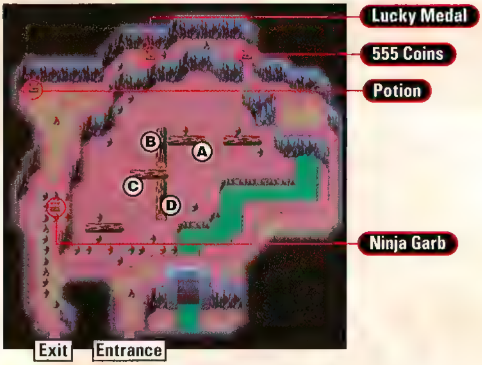
2 Statue 2 will block your path if it sees you, so you'll need to take a stealthy approach. Stand in the shadow near the statue and cast Cloak, then slip by. Make sure that you stay in the darkened areas—if you step into a circle of light, the Cloak spell will wear off and you'll be spotted.

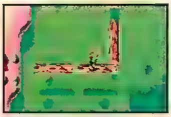


3 Your final obstacle is another pesky statue. Cast Cloak while standing in the shadows just in front of statue 3, then walk around its right-hand side. Your cloaked head will enter the light, but that's not a problem—as long as the majority of your body is in the shadows, you'll be fine.

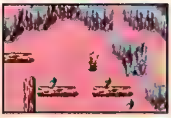
CAVE 5

Cave 5 requires you to push logs and then fill a pool with water so they create a floating bridge.

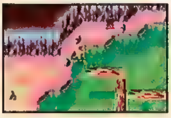




1 Your first order of business is securing the Ninja Garb. Walk into the empty pool and push the logs in the following order: D left, C down, A down, D right, A up. Pull the lever at the bottom of the room to fill the pool, then jump across the logs. Leave the room to reset the logs and move on to step 2.



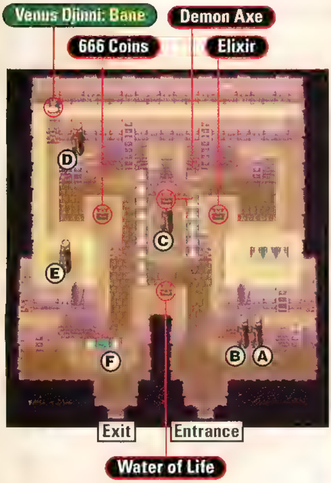
2 Once the room has reset, drain the pool and move the logs in the following order: B left, C up, B right. Fill the pool and grab the medal, then leave the room and reenter. You can leave and enter the room as many times as you wish, so feel free to reset the puzzle if you make a mistake or get confused.

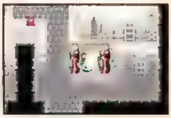


3 To get the Potion and reach the exit, move the logs in the following order: B left, C up, B right, C down. Once you've secured the Potion, you can leave the cave for good.

CAVE 6

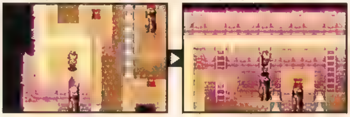
Cave 6 is complicated, but the rewards are well worth it. You'll leave the cave with a powerful new Venus Djinni if everything goes according to plan.

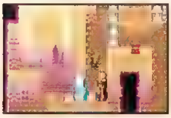




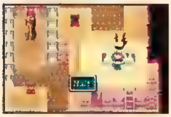
1 Push pillar C as far up as possible, then use Move to shift pillar B two spaces to the left. Push pillar A one space to the left, then climb the nearby ladders and drop down onto pillar A. Grab the Elixir from the chest, then walk up to the top-left corner of the room where the Djinni, Bane, is located. When you get close, the Djinni will run away. Don't panic—you'll catch it soon enough.

2 Push pillar E down and off the ledge (use the slide), and cast Frost on the water puddle to create pillar F. Use pillars E and F to jump to the chest with 666 Coins inside. Go back to pillar D and push it right until it falls off the ledge, then continue pushing right until you can go no farther. Go back up and climb down the ladder so you are standing on top of pillar D, then jump right and get the Demon Axe. (See step 3 for more about the axe.)





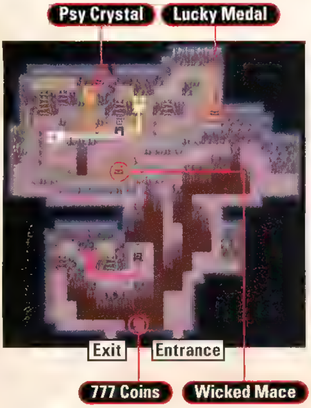
3 Return to pillar E and push it to the left, then shove it up until it lines up with the ice pillar. Use the pillars to jump to the chest with a Water of Life. Note that the Demon Axe from step 2 is cursed. Cursed weapons cause you to miss often when attacking and aren't worth using unless you get a Cleric's Ring. The ring nullifies a curse's effect, but only one character can use it at a time.

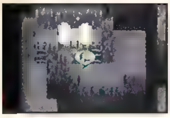


4 Finally, it's time to track down that pesky Djinni, Bane. Go to the right-hand side of the screen (near pillars A and B) and climb up the ladder until you and Bane are separated by a small stone barrier. Bane will constantly move to one side or the other and stay out of your reach, so cast Halt to stop its progress. Once Bane is halted, add it to your collection and leave the cave.

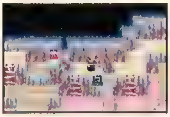
CAVE 7

Cave 7 contains an odd-looking pillar with black markings on its side. Such pillars can be lifted up or down by using the Psynergy Carry. You can learn Carry in the Venus Lighthouse.

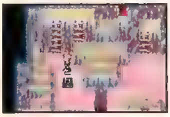




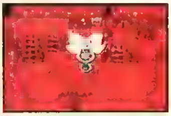
1 ● Find the odd-looking pillar near the bottom of the map and push it as far to the left as you can. Once you've done so, use Carry to lift the pillar up and onto the ledge so it creates a bridge between the two upper platforms. Carry can be tricky—you need to be as close to the pillar as possible before you cast the Psynergy. If you push the pillar off the ledge, leave the room and reset.



2 ○ To get the Lucky Medal, push the odd-looking pillar as far right as you can, then push it up. Once it's in place, use Carry to lift the pillar onto the ledge and create a stepping stone. Climb the ladder and jump across, then grab the Lucky Medal from the chest. Leave and reenter the room to reset the position of the pillar.



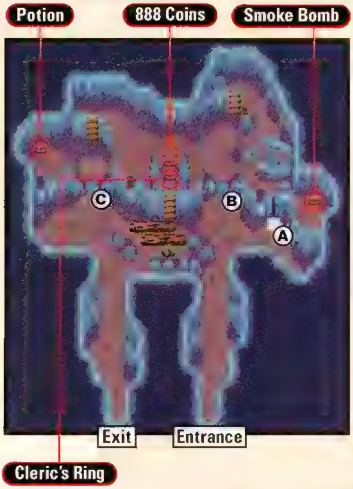
3 ○ Next, push the same pillar to the left, then use Carry to lift it onto the ledge. Use the ladder to reach the ledge, push the pillar left until it falls back to ground level, then use Move to shift the pillar one space to the left so it creates a stepping-stone. You may need to push it up or down to get it in the right location. (Look at the white box on the map for the exact positioning.) Once that's completed, jump over the pillar and get the Wicked Mace—another cursed item.

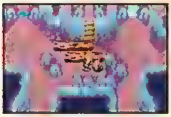


4 ○ The final trial will nab you a Psy Crystal. Reset the room, then push the pillar left and use Carry to lift it onto the same ledge you used in step 3. Push the pillar as far up as possible, then use Carry to lift it up another level. Climb the ladder and use the pillar to get the Psy Crystal, then leave the cave.

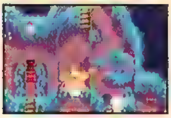
CAVE 8

You're almost there! Cave 8 contains the Cleric's Ring—a vitally important item if you hope to harness the power of cursed weapons.

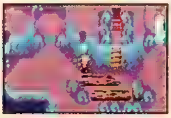




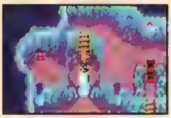
1 It's possible to get everything without leaving the room, but feel free to reset things if you get confused. To get the 888 Coins, stand behind puddle B and cast Frost to create a pillar. Go up the ladder and use pillar B to jump left. Grab the coins, then go down the ladder and push the rock to the right.



2 Next, return to your starting position—you'll need to use the slide next to the dragon statue—and cast Frost on puddle A (the one underneath the elevator). Puddle A will then become a pillar and also melt pillar B. Use pillar A to jump across the gap and grab a Smoke Bomb, then use the slide to drop back down.



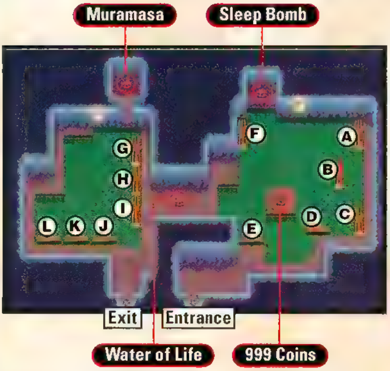
3 Push the bottom log down, then stand behind puddle B and cast Frost on it again. Jump across the gap like you did to get the Coins, then climb down the ladder. Push the second log down and climb up the new ladder to claim the Cleric's Ring for your own.



4 Finally, walk left and cast Frost on puddle C to create a pillar. Use the new pillar to jump across the gap and get a Potion. After looting the chest, jump down the slide and leave the cave.

CAVE 9

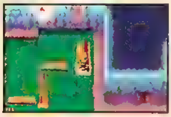
Cave 9 can drive you mad if you don't know what to do, so make sure that you follow the instructions below to the letter.



1 The first order of business is obtaining the Sleep Bomb. To get it, simply stand on log A and roll it left, then jump up to the chest. After taking the bomb, get back on log A and roll it to the right.

2 The next treasure is a stash of 999 Coins. To reach it, roll the logs in the following order: E up, F right, D up, and C left. If done correctly, you will be positioned next to the middle island. Get the 999 Coins, but DON'T RESET THE ROOM. If you do, the next tip won't make sense.

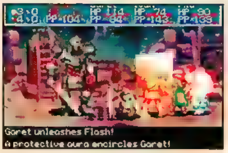
3 After getting the Coins, roll log C back to the right and walk around until you are standing on log F. (Log F should still be next to log A.) Use log F to leap to log B, then roll log B to the left. Doing so will give you access to both a Water of Life and the second part of the room.



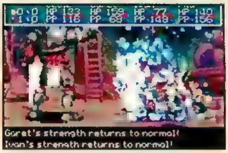
4 The final treasure is a cursed Muramasa sword. To get it, roll the logs in the following order: L up, K up, I left, K down, J up, H left, J down and G left. It's really tricky, but you can do it if you use the map and plan your moves carefully. Remember, even if you can't use a cursed item in combat, you can sell it for a ton of money.

FIGHT DEADBEARD

The boss of Crossbone Isle, Deadbeard, is the toughest cookie in the game. He'll use status-altering Psynergies and attack multiple times in a turn. Distribute your Waters of Life evenly and have four Djinn of each elemental type on standby before entering the battle—that way you can summon creatures right off the bat.



Garet unleashes Flash!
A protective aura encircles Garet!



Garet's strength returns to normal!
Ivan's strength returns to normal!

Use the Djinni Flash, Ground or Granite once per turn to defend against Deadbeard's attacks. Let Ivan, Isaac and Garet wallop away on Deadbeard while Mia heals like crazy.

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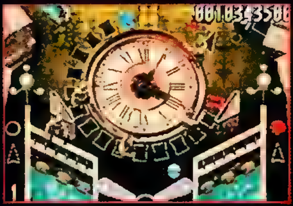
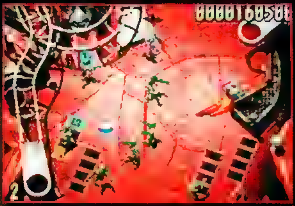
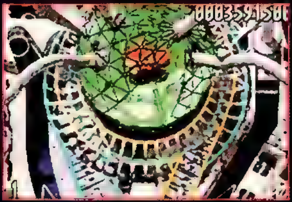
THE PINBALL OF THE DEAD™

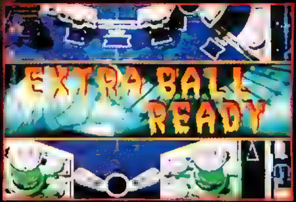
Full-Tilt Zombie Action

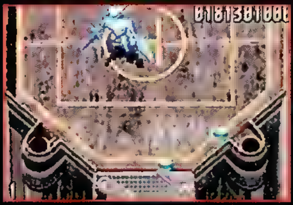




The zombie-blasting action of Sega's The House of the Dead shooter series takes on a new form with The Pinball of the Dead, developed by WOW Entertainment and published by THQ. Use a silver ball, instead of a bullet, to clear three undead-infested pinball tables and solve a haunted house full of mysteries. The game includes bumper-bouncing bonuses, plenty of pinball gimmicks and enough boss battles to keep you on the edge. Flip and finesse your way to the high score list ...of the dead!







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TEEN
T
CONTENT RATED BY
ESRB
Animated Blood
Mild Violence

Pinball Play

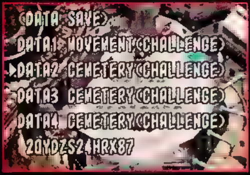
The Pinball of the Dead is a single-player pinball experience with three gimmick-packed tables to choose from. You can select any table for a single session or string the tables together for the ultimate challenge.

Normal Mode

STAGE SELECT
"MOVEMENT"

In Normal Mode, you can select from any of the game's three tables—Wondering, Movement or Cemetery—and shoot for a high score. If you're on a roll, you can save your progress at any time. Play and practce on all of the tables before you move on to Challenge Mode.

Challenge Mode



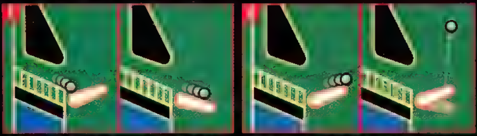
DATA SAVE
DATA1 MOVEMENT(CHALLENGE)
▸DATA2 CEMETERY(CHALLENGE)
DATA3 CEMETERY(CHALLENGE)
DATA4 CEMETERY(CHALLENGE)
20YDZS2 HRX87

Every table features a string of six boss battles. In Challenge Mode, your goal is to battle your way through every boss battle on every table, one table at a time. If you lose all of your balls in reserve, the game will be over. The best way to ensure success is to save your game after every boss battle victory. If you lose the final ball, you can try again from your last save.

Flip and Fire

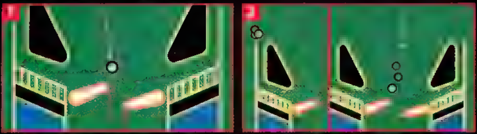
In addition to all of the zombie-battling atmosphere, The Pinball of the Dead is a solid pinball-playing exercise. Your chances for success depend on your ability to aim for targets and keep the ball on the table.

Catch, Rest and Roll NP



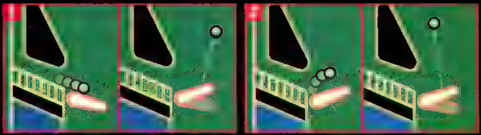
If the ball gently drops into the flipper area, you can hold it and line up your next shot. Press and hold the flipper button to keep the flipper in the Up position. Let the ball rest at the base of the flipper, then release the button, let the ball roll down the flipper and pop it up when the time is right.

Protect the Middle



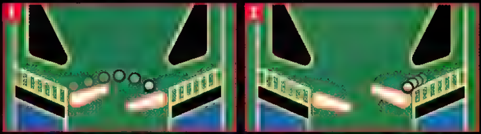
When the ball heads for the space between the flippers, resist the temptation to flip both flippers at once. Instead, press the button that controls the flipper closer to the ball and try to catch it with the end of the flipper. When the ball bounces off the end, release the button and get ready to hit the ball with the other flipper. If the ball doesn't look like it's going to catch the flipper, use the Control Pad to shake the table.

Keep The Ball in Play



Most of your shots will be rolling and slapping hits. When the ball drops into the flipper area from the center of the table, you'll do best by hitting it on its approach, in the same way that a batter hits a baseball. Your timing, and the speed of the ball, will determine where the ball goes after you hit it. You'll have more time to aim your shot if the ball rolls in from the side. If you want to pull the shot, let it pop up at the base of the flipper, then hit it again when it drops straight down.

Pass and Pop

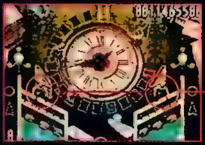


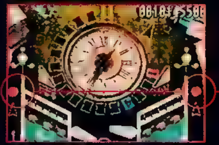
When the ball rolls in from the side at a decent speed, you can pass it from the near flipper to the far flipper then catch it or slap into the playing field with a powerful cut. Press and hold the near flipper button and let the ball roll off the end. It will roll over the center hole and drop into the sweet spot of the next flipper. Wait for the right moment, then give it a good hit.

Dead Table Techniques

In addition to basic flipper techniques, there are some general strategies that you can take to each table. Keep the ball alive, clear away the zombies and strive to reach the upper areas of the table.

Get a Kickback





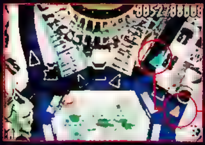
When the lights in the out lanes are lit, the ball will bounce out of the lanes, back into the playing area. You can activate the kickbacks by defeating the Kickback Davids who wander between the out lanes and the flippers, or by defeating 40 zombies with a single ball.

Undead Bonuses

It pays to clear away the regenerating undead. The more zombies you disintegrate with a single ball, the more points and bonuses you will earn. Defeat 20 zombies without losing a ball to earn 200,000 points. Defeat 40 to activate the kickbacks. If you keep aiming for the wandering masses and you keep your ball alive, you'll creep up to the top of the high score list.

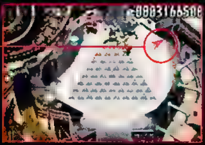
20 TIMES: 200,000 points
40 TIMES: Activate Kickbacks
60 TIMES: 600,000 points
80 TIMES: Earn a Mystery Bonus
100 TIMES: 1,000,000 points
120 TIMES: Activate the Boss Stage
140 TIMES: 1,400,000 points
160 TIMES: Earn a Mystery Bonus
180 TIMES: 1,800,000 points
200 TIMES: Earn an Extra Ball

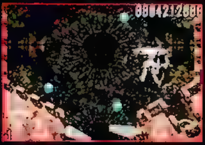
Last Ball Benefits



When you're down to your last ball of the game, some of the gimmicks and boss battle entryways automatically activate. Living on the edge has its advantages. You may be one step away from the Game Over message, but you will have easy bonus access.

Add Firepower for Boss Battles



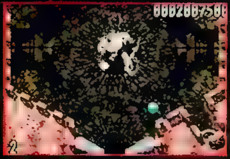


You must meet certain requirements to enter a boss battle. When you meet the requirements, the arrow leading to the boss area will be light blue. If you meet the requirements again before you enter the area the arrow will flash red, indicating that you will have multiple balls for the battle. You can earn as many as four boss balls.

Bosses

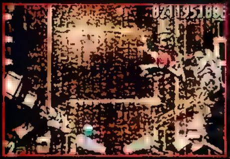
While some gimmicks reset after a ball is lost, boss battles remain open until you enter them. Every table features the same lineup of six battles with The House of the Dead 2 bosses. Victory in a boss battle will earn you a ton of points and get you one step closer to your Challenge Mode goal.

1. JUDGMENT TYPE 28
▼
2. HIEROPHANT TYPE B
▼
3. TOWER TYPE 6000
▼
4. STRENGTH TYPE 205
▼
5. MAGICIAN TYPE 0
▼
6. EMPEROR TYPE ALPHA



1. Judgment Type 28

The massive beast that attacks in your first boss battle is accompanied by a small flying parasite. Hit either target repeatedly to make the big beast collapse, then concentrate your efforts on the smaller, faster creature. One good hit should do it.

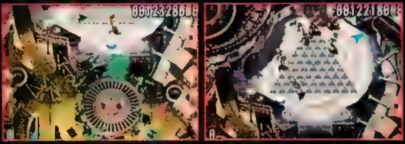


2. Hierophant Type B

The Hierophant's arena is larger than the first boss battle stage, which can make it difficult to keep track of the location of the boss and the flippers at the same time. While the boss does jump out of the way at times, it is not a fast-moving target.

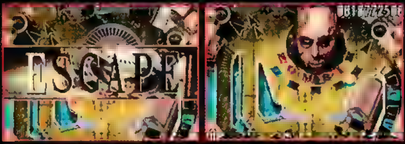
Wondering

Break on through to the Other Side



The entrance to the boss arena on the Wondering table is in the upper-right section of the top chamber. You'll gain entrance to the arena after you clear away a wave of zombies in the area. If you clear away another wave of creatures, you'll earn another ball for your boss battle.

The Emergence of Steve



A huge zombie named Steve lurks underneath the sewer cover in the center section of the table. You can make Steve pop up by aiming the ball in the hole on the right side of the section. Try to pass the ball to the left flipper and give the ball a good whack to the right. When Steve appears, center your shots and hit him square on the mouth.

Save the Civilians

The CHAOS spelling challenge is the most difficult gimmick on the board, since it is in the lower section, near the hole. Hit the ball hard with the left flipper or pull it with the right flipper to get it up to the crypt. After you spell the word and hit the crypt again, you'll release a civilian. When the civilian is loose, save him or her from the attackers.

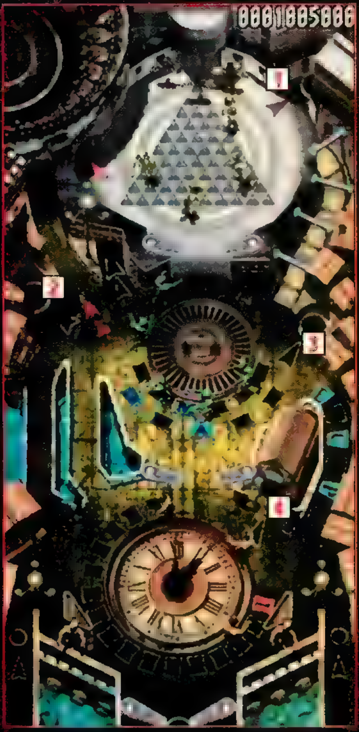
WONDERING MAP AND SPECIAL GIMMICKS

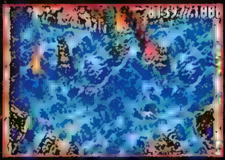
1 The hole in the upper-right section of the top chamber leads to the boss arena. Clear away zombies in the area to light up the arrow and gain access to the arena.

2 You'll generate the letters in NIGHTMARE by directing the ball into the hole in the upper-left corner of the middle section. If you've collected every letter, or if you're down to your final ball, you can earn an extra ball by targeting the hole.

3 Shots to the hole in the upper-right corner generate the letters in ESCAPE and lead to the appearance of sewer-dweller Steve. If you're down to your last ball, you can skip the spelling challenge and go straight to the baddie battle.

4 The crypt in the lower section of the board is the key to spelling CHAOS and the trigger for the Save the Civilians event. If you lose a ball, the word will reset. The challenge remains the same when you don't have balls in reserve.





3. Tower Type 6000

The Tower Type creature is a three-headed beast that spits fiery obstacles. To do away with the boss, you must hit each neck several times with the ball. Try to aim your shots so that the ball bounces between the necks and hits them repeatedly.

4. Strength Type 205

The chainsaw-wielding Strength Type boss can withstand a lot of hits. While there are two launchers in the arena, one of them is difficult to reach and the gap between flippers is wide. Try to earn multiple balls before you battle the beast.

5. Magician Type 0

The gap between flippers is very wide in your Magician Type boss encounter, so it's important to enter with multiple balls. The Magician Type boss is not as strong as the Strength type, but it moves faster. Hit it with quick slap shots.

6. Emperor Type Alpha

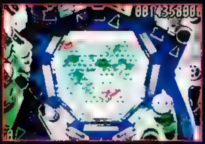
The leader of the boss half-dozen fires balls that interfere with your own ball. Catch and hold your ball during the boss's ball attacks, then let it fly. The small gap between the flippers makes it easy to keep the ball alive.

Movement

An Experimental Spin

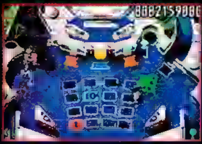
The loop lane that surrounds the culture tank at the top of the table is the key to opening the boss arena. Send the ball spinning around the loop lane to make the creature in the tank grow. When the ball exits the lane, shake the table to keep it from dropping through the center. As soon as the culture tank creature grows to full size, the arrow in the upper right will light up and give you access to the boss battle.

Dump and Score



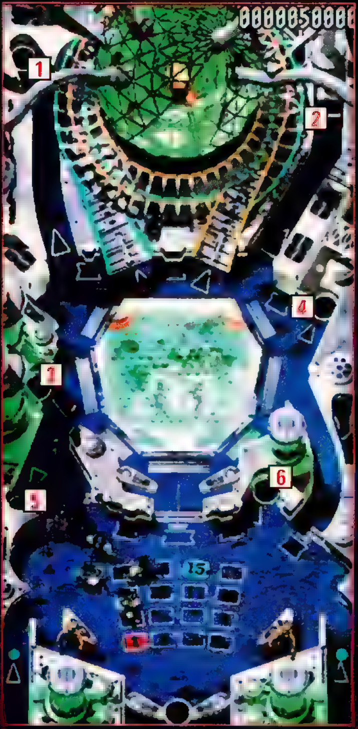
The hole on the right side of the table's middle area (Hole 4 on the map) is the key to opening the dump tank. Target the hole repeatedly to spell VICTIM, then hit it again to enter the area. You can finesse the ball into the target area if you hit it squarely after it returns from the upper-left corner (Hole 1 on the map).

Drop the Gate



The gate that blocks the middle section of the table will keep the ball close to the hole at the bottom of the table—very dangerous. You can drop the gate for good by directing the ball to the left side (Hole 5 on the map). After you spell GENOM and hit the hole again, the gate will fall.

MOVEMENT MAP AND SPECIAL GIMMICKS



1. You can earn an extra ball by targeting the hole in the upper-left corner. Spell EVOLVE, then park the ball again for the bonus.
2. The entrance to the boss arena is in the upper-right corner. After you send the ball around the loop several times, the area will open.
3. The hole on the left side of the center section spells BEYOND. Collect the letters, then hit the hole again for a Mystery Bonus.
4. You'll collect the letters of VICTIM by targeting the hole in the upper-right corner of the center section—your key to the dump tank.
5. The pocket in the upper-left corner of the lower section spells GENOM. Complete the word to make the center gate drop permanently.
6. When you light gates on the table then park the ball in the upper-right hole in the lower section, the gates will drop temporarily.

Mystery Bonuses

Mystery Bonuses can give you special advantages or a ton of points. You'll earn them by completing Mystery Bonus conditions on the table or by hitting the target before the ball goes into play.

Crosshairs float over a The House of the Dead-like scene before the ball enters the table. If you hit the A or R Button when the crosshairs cover the target, you'll earn one of several Mystery Bonuses, selected randomly.

KICKBACK READY
The Kickback bonus activates second-chance returns in the out lanes.

SUPER KICKBACK
The Super Kickback activates the out lane kickbacks until the ball is lost.

45 SEC SHIELD
When the Shield is activated, your ball will be saved from drops down the center for a duration of 45 seconds.

FIELD 2X
Double your points for gimmicks on the table with a Field 2X bonus. It'll be active until another bonus takes its place.

BONUS HOLD
Some bonuses reset when you lose a ball. If you activate the Bonus Hold Mystery Bonus, you'll be able to carry over bonuses to the next ball.

EXTRA BALL READY
Target the Extra Ball hole for a ball bonus when EBR is activated.

10 MILLION
A rare bonus gives you big, big points.

25 MILLION
You'll be High Score List bound with 25 million points!

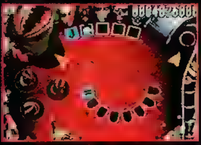
MULTIPLIER INCREASE
When you lose the ball, your bonus points will increase.

BOSS READY
You're automatically qualified for boss battle with the Boss Ready bonus.

SUPER JETS
The Super Jets bonus raises bumper shots to 100,000 points on the Wondering and Cemetery tables.

Cemetery

Zap the Zombies



The entrance to the Cemetery boss arena is in the upper-right corner of the table (Hole 2 on the map). Most bosses will be ready to receive you after you have cleared away the army of eight zombies that circle the top of the table and hit the switch below the boss arena entrance (Switch 1). The final boss will be ready after you have defeated Ricky.

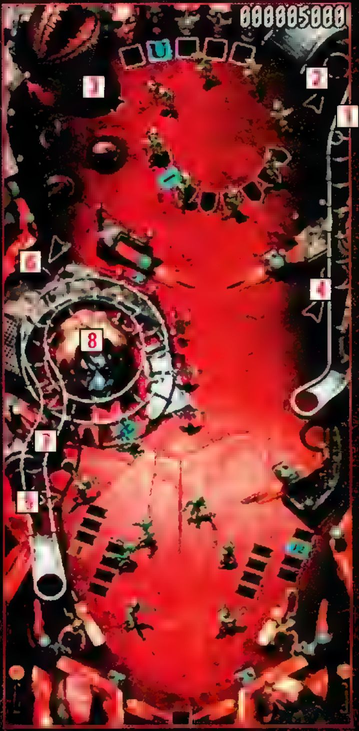
Unearth Ricky

Ricky is buried under the Cemetery table's lower section. You must meet two conditions to make him pop up. First, hit the switch on the left side of the table (Switch 7 on the map). Next, send the ball around the loop three times or hit Johnny, in the center of the loop. When Johnny opens his mouth, feed him the ball to make Ricky appear.

Frog Fight

The BIGBUERE lights near the top of the table turn on, one at a time, when you send the ball through the lane that starts at the upper-right corner. When all of the lights are on, a frog will pop up at the top of the table for a fight. Hit the frog eight times to send it back to where it belongs. Try to pass the ball to the left flipper and hit the frog with aimed shots.

CEMETERY MAP AND SPECIAL GIMMICKS



1 You'll find a switch under the hole that leads to the boss arena. You must hit the switch before you can go up against the boss.

2 After you've defeated at least one wave of zombies and hit the switch on the right side of the table, you can enter the boss arena.

3 The beast in the upper-left corner spits out zombies. Give it a good whack when the arrow near the creature is lit.

4 The hole in the upper-right corner of the lower area spells out REVIVE. When the word is fully formed, you can earn an extra ball.

5 A Mystery Bonus will be yours after you spell MERCY then sink the ball again into the middle-left hole.

6 The hole in the lower-left corner of the top section spells ACCURSED. Once you have all the letters, sink the ball for big points.

7 The first step to an appearance from Ricky is a shot to the switch on the left side of the lower section. Hit it, then go after Johnny.

8 Once the switch under Johnny's head is lit, send the ball around the loop three times or hit him hard. Then feed the ball to Johnny to make Ricky pop up.

Dead Reckoning

The undead have spread to Game Boy Advance. The Pinball of the Dead pits you against zombies, beasts and bumpers. If you hit the right combinations of pinball gimmicks and spell out all the right words, your score will soar to the top of the list and you will conquer the army of monsters. Slap it, bump it and pop it to the top of the table to keep the game alive.

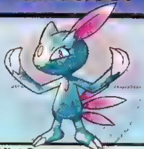
Pokécenter

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Brian Landry, aka striker64, thought his team of "underused Pokémon" might catch the Pokécenter's eye when compared to the teams that feature Snorlax, Zapdos, Starmie, Raikou, Marowak, Machamp, Skarmory and other regulars. We know that certain Pokémon are popular with Trainers, and there are very good reasons for their popularity—good stats, nice move sets, etc.—and that's cool. But unusual Pokémon choices do indeed grab the Pokécenter's attention. We like to see unique teams and moves.

Sneasel



Item	Mint Berry
Rest	Thief
Return	Dynamicpunch

Qwilfish

Item	Mint Berry
Rest	Spikes
Hydro Pump	Sludge Bomb

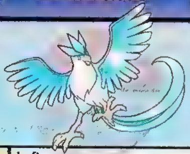
Raichu

Item	Bitter Berry
Attract	Sweet Kiss
Thunderbolt	Thunder Wave

Hypno

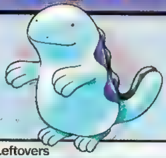
Item	Leftovers
Psychic	Thunder Wave
Light Screen	Fire Punch

Articuno



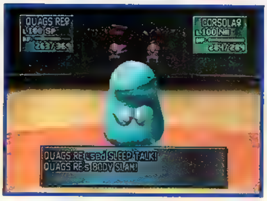
Item	Leftovers
Rest	Sleep Talk
Ice Beam	Whirlwind

Quagsire



Item	Leftovers
Rest	Sleep Talk
Earthquake	Body Slam

Qwilfish stands out as being perhaps the least-seen Pokémon on submitted teams. The odd-looking aquatic creature is a Water-and-Poison-Type, so Brian thought it best to equip it with Hydro Pump and Sludge Bomb. Sludge Bomb is a very strong and very accurate move, and it is further powered by matching one of Qwilfish's types and by the creature's high Attack stat. Hydro Pump has a higher base attack than Sludge Bomb, but it is far less accurate. And though it also matches one of the Pokémon's types, it won't hit as hard as the Poison-type attack because Qwilfish has a very low Special Attack stat.



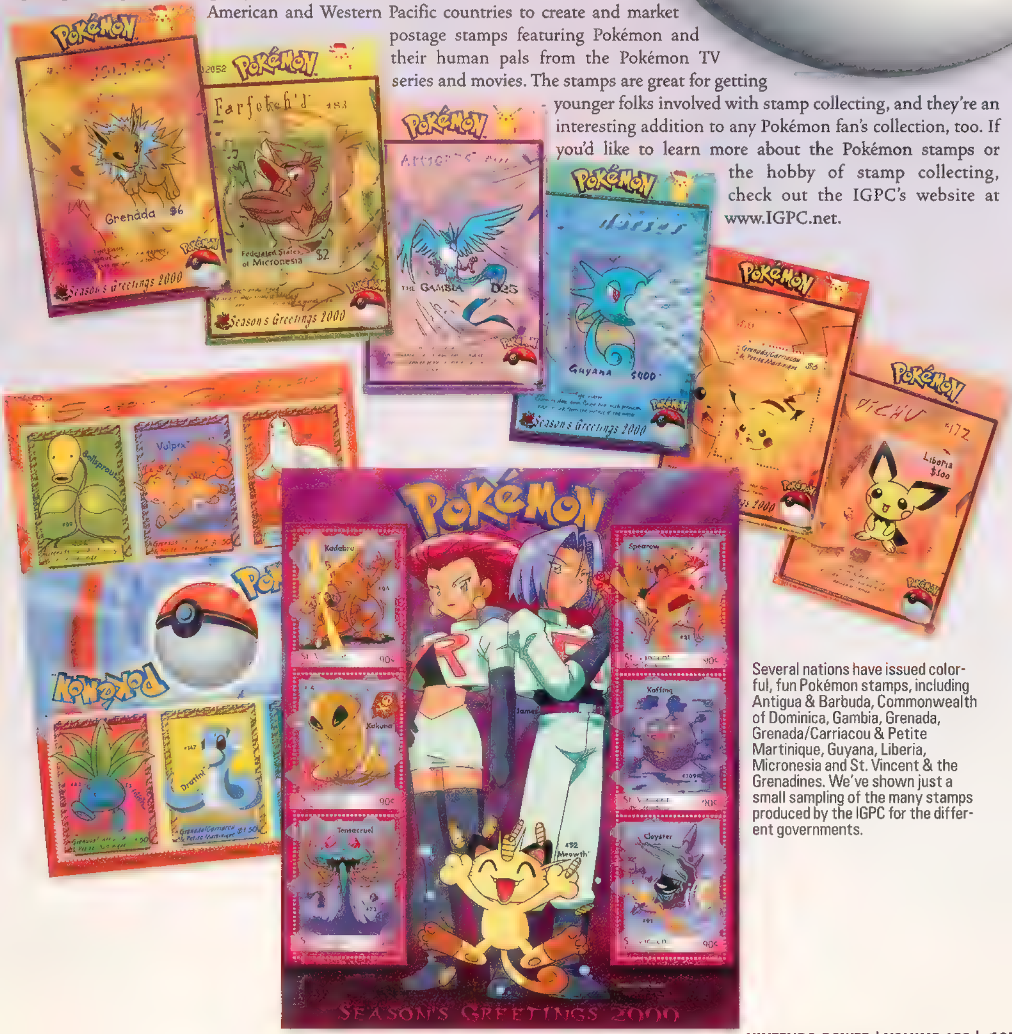
QUAGS RE used SLEEP TALK!
QUAGS RE's BODY SLAM!

Two of Brian's Pokémon use Sleep Talk to attack while the Pokémon is resting. The Pokécenter recommends building in Rest and Recover to keep your Pokémon healthy and in shape for a long battle. Sleep Talk isn't the most powerful attack in the game, but it does allow your Pokémon to attack when it couldn't otherwise.

Philatelic-type Pokémon

A new breed of collectors wants to catch 'em all!

The Inter-Governmental Philatelic Corp (IGPC), the world's largest philatelic (postage stamp-related) agency, has worked with several Caribbean, African, South American and Western Pacific countries to create and market postage stamps featuring Pokémon and their human pals from the Pokémon TV series and movies. The stamps are great for getting younger folks involved with stamp collecting, and they're an interesting addition to any Pokémon fan's collection, too. If you'd like to learn more about the Pokémon stamps or the hobby of stamp collecting, check out the IGPC's website at www.IGPC.net.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Season's Greetings 2000
Farfetch'd #83
Federated States of Micronesia $2
Season's Greetings 2000
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Season's Greetings 2000
Grenada/Carriacou & Petite Martinique $6
Pichu #172
Liberia $100
Bellsprout
Vulpix
Oddish
Dratini #147
Grenada/Carriacou & Petite Martinique $1.50
Kadabra
Spearow
Koffing
Tentacruel
Cloyster
James
Meowth #52
90¢
SEASON'S GREETINGS 2000

Several nations have issued colorful, fun Pokémon stamps, including Antigua & Barbuda, Commonwealth of Dominica, Gambia, Grenada, Grenada/Carriacou & Petite Martinique, Guyana, Liberia, Micronesia and St. Vincent & the Grenadines. We've shown just a small sampling of the many stamps produced by the IGPC for the different governments.

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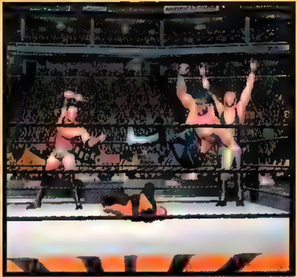

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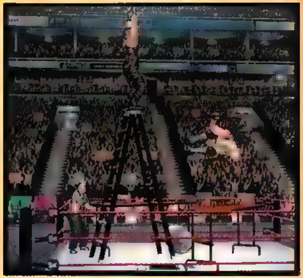

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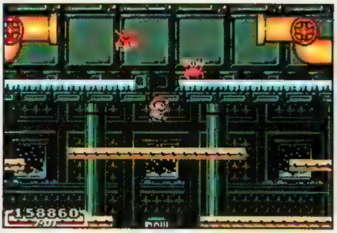
ARENA

ARE YOU GAME?

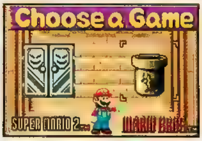
CHALLENGE

Golden oldie Mario Bros. is so classic that it has appeared in two GBA games—Super Mario Advance and Super Mario World: Super Mario Advance 2. For this month's challenge, use either Game Pak to go for a high score in Mario Bros. Classic. Flip over enemies and give 'em the boot to build up your score, then send a picture of your record to Arena. The top five qualifiers will appear on the Arena Scoreboard.

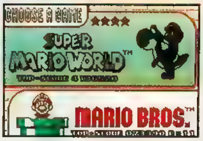
MARIO BROS. CLASSIC



SUPER MARIO ADVANCE



SUPER MARIO ADVANCE 2



SUPER MARIO ADVANCE

SUPER MARIO WORLD: SUPER MARIO ADVANCE 2

NP SCOREBOARD

SUPER SMASH BROS. MELEE: FASTEST EVENT MATCH TIMES FOR LEVEL 51, THE SHOWDOWN (VOLUME 155)

Nate York, Garden City, MI	0:40.26
Pedro Rodriguez III, Poughkeepsie, NY	0:41.43
Devan Scheib, Lebanon, PA	0:44.82
Brad Albin, Owasso, OK	0:45.10
Cheng Xie, Bellevue, WA	0:46.48

CAUTION:

TWISTED CHALLENGES AHEAD

In Super Monkey Ball, what's the lowest number of bananas you can get while completing the Beginner Mode?

– NEIL NEWMAN, TORONTO, ON

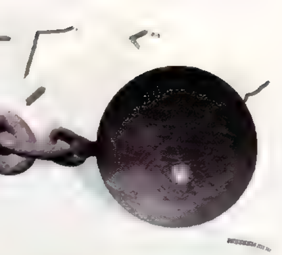
SCORE
78600
BANANAS
019
FLOOR

In FIFA Soccer 2002, can you complete the World Cup qualification without letting an opposing team score?

– MICHAEL CAETANO, TORONTO, ON

In Sonic Advance, can you beat Zone 1, Act 1, and get at least 150 rings in less than one minute?

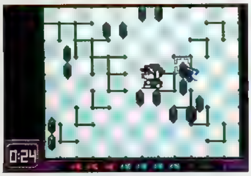
– ALLISON FELDMAN, JACKSONVILLE, FL



CONSTRUCTION ZONE

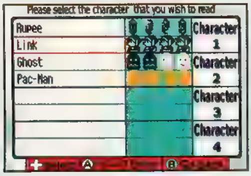
Like a ChuChu mouse to cheese, Arena fans were quick to gobble up the first round of custom ChuChu Rocket! characters diagrammed in Volume 153. Readers wanted to see more custom characters, so we've created Zelda and Pac-Man themes for players to program into Sega's GBA game. Come up with your own ChuChu creations and send us photos or diagrams of your custom characters—we'll print our favorites in an upcoming edition of Arena.

CHUCHU ROCKET!



Use the game's Let's Create a Character Mode to replace the cats with Links or Pac-Men who'll chase after Rupees or ghosts.

CUSTOM CHARACTERS



Please select the character that you wish to read

Rupee

Link

Ghost

Pac-Man

Character 1

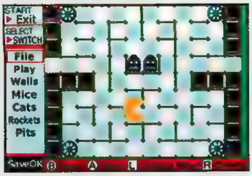
Character 2

Character 3

Character 4

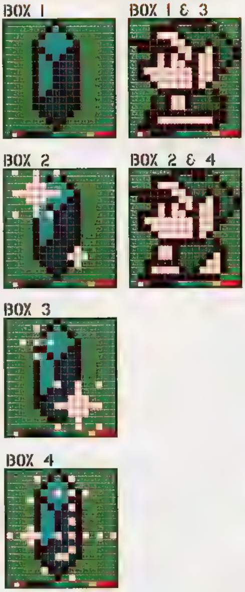
Characters you save in the top slot will replace the mice, while characters you save in the bottom slot will replace the cats. Choose Set All Modes in the Options menu to load your characters into the game.

CUSTOM LEVELS

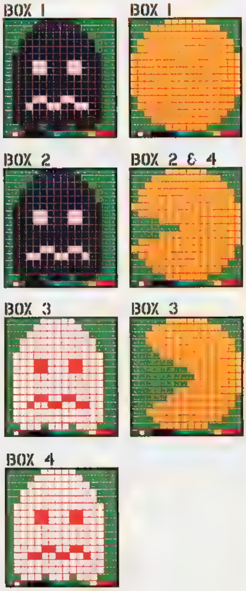


Make your characters feel at home by duplicating your favorite Zelda dungeon or Pac-Man maze. Use Let's Create a Stage Mode to customize a level.

THE LEGEND OF ZELDA



PAC-MAN



Re-create each grid picture in the appropriate frame, or "box," of animation. Copy and paste the images that appear in multiple boxes.

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before **August 4, 2002.**

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDO.COM

NINTENDO POWER ARENA V.158
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules. No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number, "Arena v158" on the back of your photo, and mail the entry to this address: NINTENDO POWER ARENA V.158, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 8/4/02. NOA is not responsible for (a) late, lost, illegible or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control, or (c) printing or typographical errors. On or about 9/1/02, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 9/15/02. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/1/02) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor, his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington

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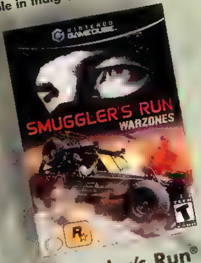
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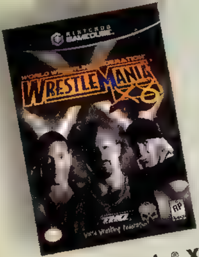
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A. How old are you?
1 Under 6 2. 6-11 3 12-14 4. 15-17 5 18-24 6 25 or older

B. Sex
1. Male 2. Female

C Do you use advertisements as a source of information about games?
1 Yes 2 No 3. Sometimes

D. Which of the following best expresses how you feel about the number of advertisements in Nintendo Power?
1. Just the right number of ads 2. Too many ads
3. Not enough ads 4. I don't care how many ads there are

E. What is the most important factor when you buy a player's guide?
1 Cost
2. Brand
3. Number of pages
4. Strategy features, such as maps and item lists
5 Extra features, such as background interviews or CDs

F. What brand of player's guides do you buy most often?
1. The Official Nintendo Player's Guide from Nintendo Power
2. Prima's Official Strategy Guide
3. Brady Games guide
4 Versus Books guide

G. What game previewed at E3 are you most interested in playing?
1. Metroid Prime 2. Super Mario Sunshine
3. Wario World 4. Animal Crossing
5. The Legend of Zelda 6 Phantasy Star Online
7 Harry Potter and the Chamber of Secrets 8. Star Fox Adventures
9 Yoshi's Island: Super Mario Advance 3 10. Metroid Fusion
11. The Legend of Zelda: A Link to the Past 12 Golden Sun 2

H. What do you consider to be Nintendo Power's most important role?
1. It helps me decide what games to buy
2. It helps me get through games
3. It helps me get through games and decide what games to buy

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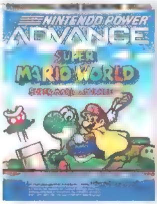

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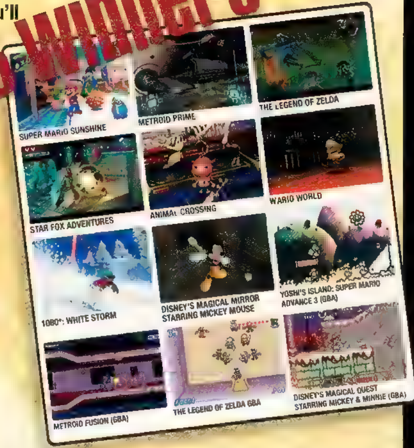
- ☑ Super Mario Sunshine
- ☑ Metroid Prime
- ☑ The Legend of Zelda
- ☑ Star Fox Adventures
- ☑ Animal Crossing
- ☑ Wario World
- ☑ 1080°: White Storm
- ☑ Disney's Magical Mirror Starring Mickey Mouse
- ☑ Yoshi's Island: Super Mario Advance 3 (GBA)
- ☑ Metroid Fusion (GBA)
- ☑ The Legend of Zelda: A Link to the Past (GBA)
- ☑ Disney's Magical Quest Starring Mickey & Minnie (GBA)



second prize

15 Winners

Win two of the 2002 E^3 games listed above—your choice of one GCN game and one GBA game!

NINTENDO POWER

third prize

Show the world that you're a Nintendo-maniac with a Nintendo Power T-shirt!

50 Winners

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Official Sweepstakes Rules

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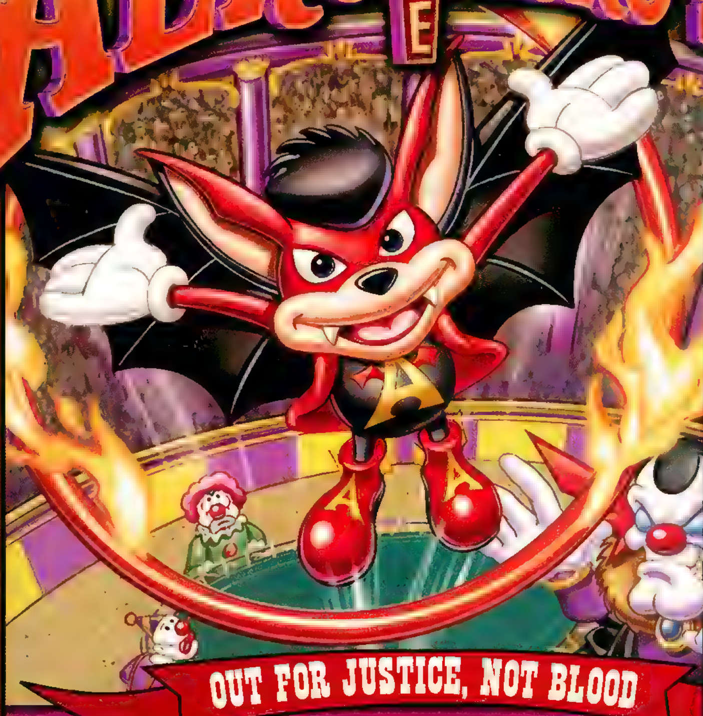
NINTENDO POWER
PLAYER'S POLL VOL. 158
P.O. BOX 97062
REDMOND, WA 98073-9762

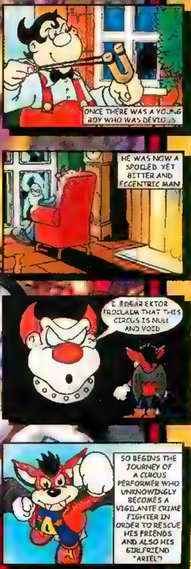
One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 8/1/02 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 8/15/02, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 9/20/02. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 8/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Five (5) Grand Prize winners will each receive one copy of each of the following Nintendo GameCube game discs: Super Mario Sunshine, Metroid Prime, The Legend of Zelda, Star Fox Adventures, Animal Crossing, Wario World, 1080°: White Storm and Disney's Magical Mirror Starring Mickey Mouse, and one copy of each of the following Game Boy Advance game pak: Yoshi's Island: Super Mario Advance 3, Metroid Fusion and The Legend of Zelda: A Link to the Past. Approximate Retail Value (ARV) of Grand prize package is $570.00ea. Second Prizes: Fifteen (15) Second Prize winners will each receive their choice of one Nintendo GameCube game disc and one Game Boy Advance game pak, ARV: $90.00ea. Third Prize: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00ea. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned within 45 days to Sponsor after notification, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2002 by Nintendo of America Inc. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., Redmond, Washington.

CLOWNS ARE SCARY! A WINGED WONDER PROVES IT ONCE AND FOR ALL WHEN HE FLIPS AND FLIES THROUGH A MAD CIRCUS OF LUNATICS.

AERO THE ACRO-BAT®



OUT FOR JUSTICE, NOT BLOOD


ONCE THERE WAS A YOUNG BOY WHO WAS DEVIOUS
HE WAS NOW A SPOILED, YET BITTER AND ECCENTRIC MAN
I, EDGAR EKTOR PROCLAIM THAT THIS CIRCUS IS NULL AND VOID
SO BEGINS THE JOURNEY OF A CIRCUS PERFORMER WHO UNKNOWINGLY BECOMES A VIGILANTE CRIME FIGHTER IN ORDER TO RESCUE HIS FRIENDS AND ALSO HIS GIRLFRIEND "ARIEL"!

Aero the Acrobat, a daredevil critter, soared to circus stardom on the Super NES platform scene with two death-defying titles. Metro 3D brings him back for his first three-ring adventure in nearly a decade with an original game that shows why Aero is still the rodent to call when the big top's in trouble. It's a massive game—hang on tight for a whirl through the first two worlds!

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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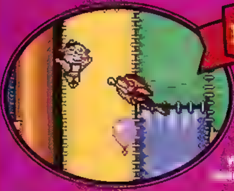
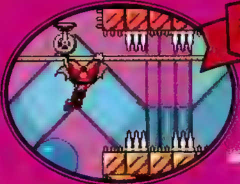
A BAT WITH BIG TALENT!



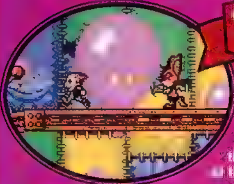
See His Amazing DOUBLE DRILL MOVE

Aero's basic Drill move allows him to leap distances or spin enemies into oblivion. But when he nabs the Lightning power-up, he can perform the Double Drill, which grants him the ability to leap twice the distance—truly awesome!



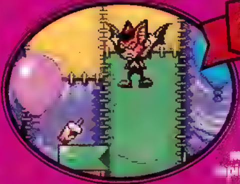
Marvel at Aero's CLINGING ABILITY

He knows the ropes well enough to suspect that surprises lurk around every corner. Aero can hang from cables and inch along to avoid threats. Or he can let go to discover power-ups hidden below.



Be Stunned by Aero's SHOOTING STARS

He's not batty enough to rely only on jumping and clinging to defeat enemies. By collecting Magical Star power-ups, Aero stocks up on stars that he can throw at targets to blast them out of the picture.



Be Awed by His HOVERING ABILITY

Once per airborne maneuver, Aero can use his ability to hover left and right in midair. Use hovering to cover longer distances after delivering a Drill move. Even more essentially, use it to guide rapid descents with tight precision.

[illegible]

Aero can duck to avoid hazards and protect himself from some thrown objects—and avoid roller coaster hazards.

Looking Good

He's a daredevil, but he's not totally crazy. Use Aero's ability to look in all directions and make the most out of his airtime.

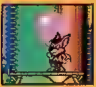
Faster Ladders

Aero's often on the clock, so speed down ladders by pressing the R Button while on the rungs. You'll save lots of time.

MAJOR ATTRACTIONS

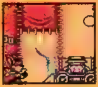
Check out all the tricks of the circus trade—Aero uses everything underfoot to make his way through the clownish villainy.

Trampolines



By bouncing on trampolines, you can reach ever-higher spots with each successive bounce.

Bubble Machines

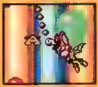


The machines spit out bubbles that last seconds, so ride one as high as possible before it pops.

Cannons

When Aero climbs into a cannon, an altitude meter appears. At it's highest, hit the A Button to soar.

Trapeze



Aero can swing from a trapeze to avoid stepping on hazards below—as well as to reach distant areas.

Unicycles

While riding rope unicycles, Aero can run down foes in his way. Watch for items below the rope.

Seesaws

Run back and forth on the ramp to pitch the balancing weight ever higher, hurling yourself higher.

Balloons

Aero can hop on balloons, which rise to the rafters. To reach distant spots, watch for a line of balloons.

Warp Hoops

Sparkling hoops provide insta-transit across vast distances to otherwise inaccessible spots.

CONCESSIONS STAND

Aero's got awesome abilities, but he'll need lots of help along the way to topple the waves of big-top tyrants. Collect power-ups to propel Aero toward victory.

Food	Rack up lots of points by noshing on every Food item you can find.
Bonus Item	Find the power-up in each level to access the Bonus Round afterward.
Parachute	Strap on the Parachute power-up to drift to the ground more slowly.
Aero Wings	To fly freely in all directions, nab the Aero Wing. Its effect is temporary.
Magical Star	Collect a Magical Star power-up to stock up with five more star shots.
Clock	Pick up the Clock to add an extra minute to the timer countdown.
Health Bar	To restore a portion of Aero's health, grab a Health Bar.
Lightning	Score the Lightning power-up to attain the Double Drill move.
Free Aero	Earn an extra Aero life by grabbing one of the hidden Aero faces.
Invincibility	Grab the Invincibility power-up to destroy all enemies that you touch.

CIRCUS-ACT 1

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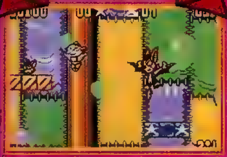

In Act 1, you must find and stomp on seven Star Platforms until they vanish. To find the first few, scale the first ladder. To defeat the Spinning Clown nearby, Drill into the hovering circus freak.

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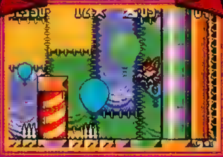

When you reach a painted pillar that makes up a dead end, Drill up the side of it. You may just pass through an invisible portal that crosses through to the other side.

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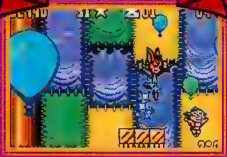
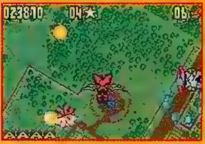


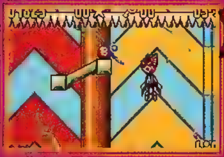
To reach the last of the Star Platforms, use the cannon to soar into the air. Before you finish the level, use the cannon to soar to the far left—you'll find a Warp Hoop.

Circus BONUS ROUND



In the Bonus Round for the Circus levels, Aero takes a high dive into a pool. To win an extra life, guide Aero's descent through all the scattered hoops on the way down.

CIRCUS-ACT 2



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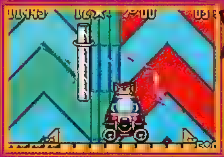
In Act 2, you'll need to find the level key and rescue Aero's girlfriend. Before you get too far along in your mission, collect the Bonus Item above the trampoline near the beginning.



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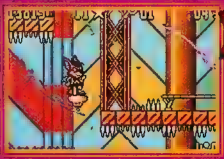
The cannon plays a big part in maneuvering around the level. To reach all spots, sometimes you'll need to blast off when the cannon's altitude meter is precisely at its absolute highest.



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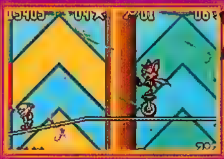
Always ride balloons upward to see if they help you access new areas—just hop off before you hit any spiked roofs. In Act 2, ride the third balloon from the left to ascend into a secret area.



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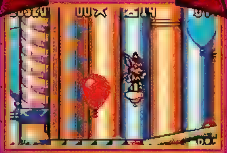
You'll hop on a unicycle and ride a tightrope down the final stretch. Before you complete the ride, however, collect any power-ups that you see suspended below the rope.

CIRCUS-ACT 3

[illegible]



In Act 3, you've got to locate and stomp on 15 Star Platforms. After parachuting down at the beginning, watch for the nearby balloons. One of them will carry you to a Free Aero power-up.

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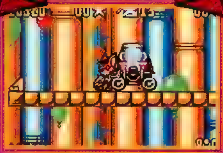

If a cannon can be moved left and right, shoot yourself out of the cannon from every position to reach all areas. When bubbles block your ascent, blast into them repeatedly to pop them all.

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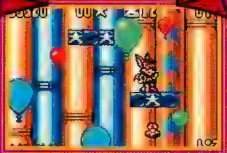

Each Star Platform shows how many more stomps it'll take to make it vanish—noted by the stars on its surface. To save time, ride the rebound from your final stomp toward your next target.

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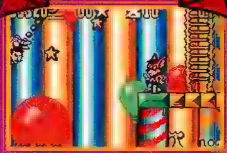
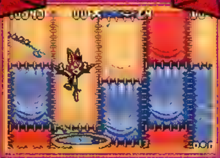


The only way to cross some spike-carpeted sections is to ride the trapeze. However, Bruno the Trapeze Artist is often hogging the trapeze bar. Eliminate him then take his place.

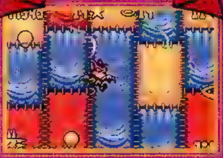
CIRCUS-ACT 4

Alley-Oop Hoops



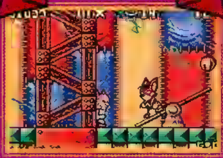
In Act 4, you must ferret out the locations of—and dive through—25 magic hoops. It's not necessary to find a high location and drop through them all. You can also leap through from below.

[illegible] Flight



Ride balloons to their highest points to discover power-ups and reach some magic hoops. Use Drill and hovering moves to extend your air travel farther for those hard-to-reach spots.

Teeter-Totter Tip



Don't worry about standing on the very end of a seesaw to make the most of its thrust. You need only to cross the center fulcrum to take advantage of the falling counterweight.

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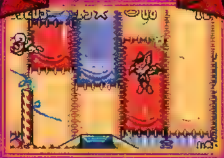
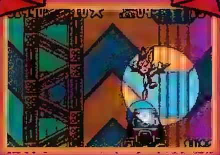


Aero can achieve true wing-flapping flight by collecting the Aero Wing power-up. It lasts only a few seconds, however, so soar quickly in search of power-ups stashed in the big-top heights.

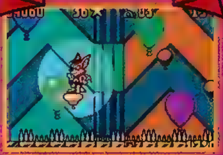
CIRCUS-ACT 5

Power Struggle



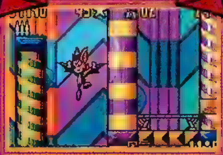
In Act 5, which begins in a darkened circus, your primary task is to switch on all of the lights. To find the second switch, blast through the bubbles above the cannon to find a secret area.

Lofty Ambition



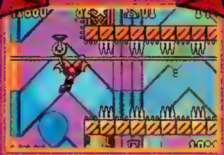
To find one of the switches, cross the long spiked floor by hopping along the series of balloons. Ride the final balloon upward to reach the platform where the switch is located.

Try Trampolines



Near the end of the level, you'll come face to face with a row of incredibly high spiked towers. Leap over them one at a time by using the trampolines located between them.

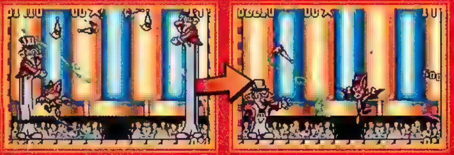
On the Ropes



To reach the final stretch, you must pass a bottlenecked area lined with spikes. To pass through, hop off the unicycle then hang from the rope and inch your way through the area.

THE AMAZING STILT BROS.

If there's anything scarier than clowns, it's really tall clowns. If you whittle the stilt-wearing duo down to size, you'll be free to leave the Circus and take on the Funpark. Watch out below, though—they're equipped with juggling pins that just don't quit.



You can leap into their back-and-forth stream of juggling pins—just avoid getting hit by pins that fall. To defeat the Amazing Stilt Bros., Drill into their legs. Each Drill will knock out a stilt piece until they're on the ground. Then Drill each one into the dust.

FUNPARK-ACT 1

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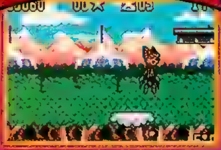

In Act 1, Aero must locate five Star Platforms on the Funpark landscape. To reach the higher platforms—or cross the spiked ground below—hop on the cloud-themed ride.

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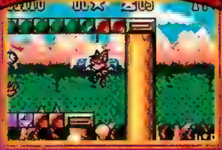
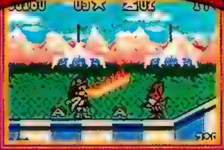


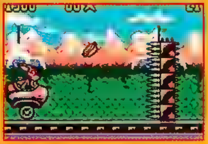
From the platform above the Ferris wheel, hop on the balloon to the upper left. It will lift you into an area with a Free Aero power-up and a Clock, which will add a minute to your timer.

Bad Breath



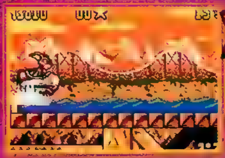
New enemies roam the park, such as Franco the Fire Breather, who possesses a long-range flame-spewing attack. Wait until he's out of breath, then Drill him out of existence.

Funpark BONUS ROUND



Similar to the ride in Act 1, the Funpark Bonus Round sends Aero down a roller-coaster course chock-full of obstacles. Collect all the power-ups possible before finishing.

FUNPARK-ACT 2



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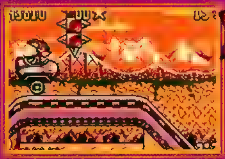
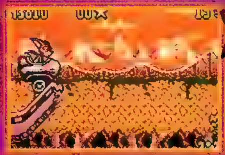
In Act 2, Aero needs to survive a speedy roller-coaster ride through treacherous tracks, over gaps and across water spans. Don't surge ahead. You'll need time to react to obstacles.



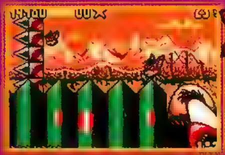
A Bumpy Ride

Spiked towers block the track, some suspended from above, some poking up from below. To avoid them, you can duck into the car or hop the car over obstacles—if you time it correctly.



One-Way Ride

The roller coaster speeds past some nasty gaps. Hop the car over the gaps, but wait until the last moment to make the jump or else your trajectory may fall short.



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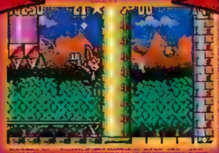
Before you switch roller-coaster cars at the station, Drill your way onto both of the station roofs. You'll find a Free Aero power-up on one of them and a Clock on the other.

FUNPARK, ACT 3

Drill the Pillars



In Act 3, Aero has to find keys that open a succession of doors. Watch for power-ups that seem sealed beyond reach. Drill upward against the pillars to see if you can find a hidden portal.

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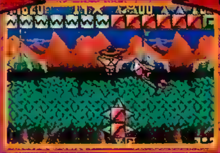
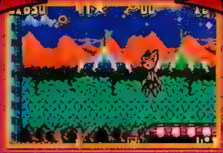


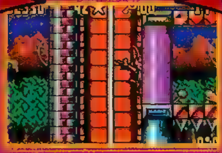
When a Spinning Clown blocks the way over a spiked wall, Drill upward as if you're jumping over the wall, but plan your path so you Drill into the clown first. Then guide your descent over the wall.

[illegible]



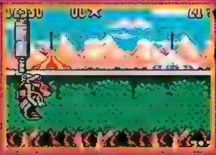
Keys for all the doors are hidden well throughout the level. To spot them all, use the R Button and Control Pad to scan in every direction. Looking around also helps you navigate long leaps.

Hidden Escape



The exit for Act 3 is found behind a purple pillar at the top of the final elevator shaft. From the topmost platform, walk into the shaft, then immediately Drill into the pillar while falling.

FUNPARK-ACT 4



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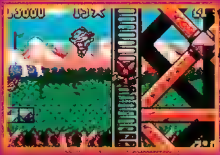
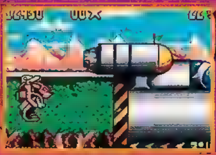
In Act 4, Aero switches to another attraction, the Rotor, for a partial-run, partial-ride level. As the Rotor rockets along, switch it to ride above or below the track to avoid obstacles.



[illegible]

Lots of great power-ups are shelved on tiny ledges next to ladders. However, they're often guarded by a Spinning Clown. Jump off the ladder, then Drill upward onto the ledge.



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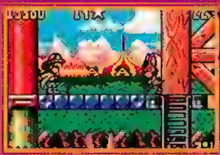
When the Rotor speeds toward the final docking station, flip its position to ride under the rail. If you don't, the Rotor's momentum won't be slowed by the station—and you'll be flung into a wall.



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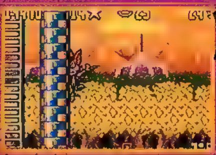
The Funpark's residents are more tightly bunched together in the level. Watch out for their group ambushes, especially when Franco the Fire Breather is part of the chain gang.

FUNPARK-ACT 5



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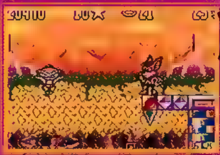
In Act 5, Aero must find and soar through 25 magic hoops. The level is riddled with false walls, so Drill into pillars to see if you can pass through them and into secret areas.



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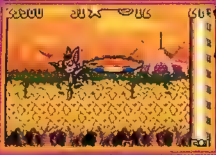
Some of the magic hoops are guarded by a Spinning Clown. If you have a good vantage point, shoot him with stars. If not, Drill into the clown, then fall through the hoops below.



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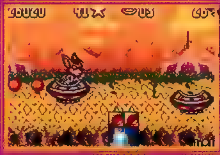
Some magic hoops are difficult to reach from the top, especially when they're guarded by an enemy. Instead of falling through such hoops, leap through them from below.

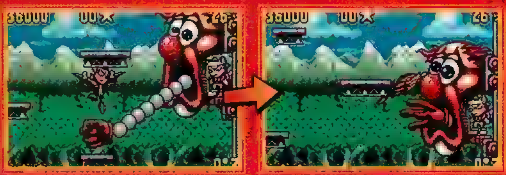


[illegible]

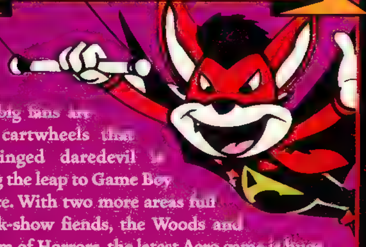
The last act of the Funpark is filled with spike-covered surfaces. Make your way past them—and reach new heights—by riding any nearby rides you encounter.

MEET MR. BUBBLES

To break through the Funpark, Aero must defeat a clown contraption that attempts to strangle him with its mechanical arm. Drill its nose to strike your blows, but watch out for the aftermath—the acid tears of a clown.



AERO-RIFFIC!



Aero's big fans are doing cartwheels that the winged daredevil is making the leap to Game Boy Advance. With two more areas full of freak-show fiends, the Woods and Museum of Horrors, the latest Aero game is huge enough to make a whole new generation applaud for Aero's perilous return to action!

Pocky & Rocky with Becky

Natsume scares up a ghostly action game starring two classic characters and their new friend.

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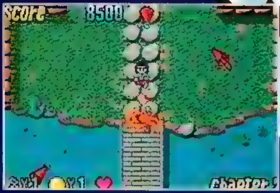
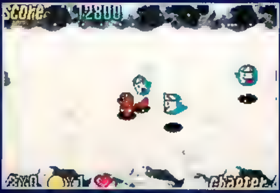
EVERYONE
E
ESRB
Mild Violence



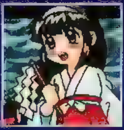


A GHOST OF A CHANCE

Pocky, Rocky and Becky are a heroic trio of cute warriors who chase after an evil ghost who has broken free of his hundred-year-long imprisonment. You battle as Pocky, Rocky or Becky through seven chapters of ghost-busting action. At the end of each level, you'll tackle a nasty boss the evil ghost has sent to stop you from proceeding.

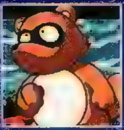
CHARACTERS

Pocky, Rocky and Becky are all strong fighters, though their styles vary a little. Their health meters are very small—they will lose a life if they are hit twice. You can't improve their health meters, so you have to be very careful. The game gives you unlimited continues, however, and you'll need them.



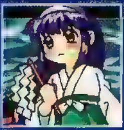
Pocky

The legendary ghost fighter uses a magic wand (B Button) and cards (A Button) against the monsters. Snag several power-ups to bring her exploding cards to their full potential.



Rocky

Rocky's powered-up leaf attack magically seeks out enemies, but he can't throw his leaf attack as far as Pocky can toss her cards. He runs backward to use his tail against bad guys.

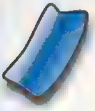


Becky

Little Becky uses a magic wand just like Pocky. Her cards don't explode—they become a multidirectional card attack when powered-up.

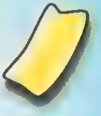
ITEMS

Pocky, Rocky and Becky need all the help they can get. The small, red enemies often drop items they'll want, and some are hidden in the landscape, too. Pick up the card-shaped power-ups to strengthen your attacks, and try combining the Blue Power-ups with other Power-ups.



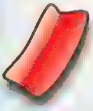
Blue Power-up

Throw your cards or leaves (throwing weapons) farther with the Blue Power-up.



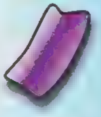
Yellow Power-up

Use the Yellow Power-up to increase the number of throwing weapons you can launch.



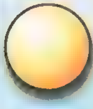
Red Power-up

You can turn your throwing weapons into powerful fireballs with the Red Power-up.



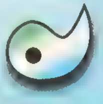
Purple Power-up

Pick up a Purple Power-up to bring your throwing weapon to full strength.



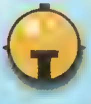
Crescendo

The Crescendo rids the immediate area and slightly beyond of all enemies.



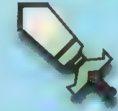
Energy

The Energy item restores half of your health meter, allowing you to take one more hit.



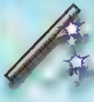
Invincibility

Activate a shield that protects you and destroys enemies with the Invincibility item.



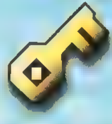
Summoner

Call a powerful warrior to fight alongside you with the Summoner.



Extra Life

The Extra Life adds one life to your total. You have three lives to start.



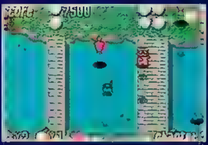
Key

Each level has one key, which opens the boss area. The key is always out in the open.

GENERAL TIPS

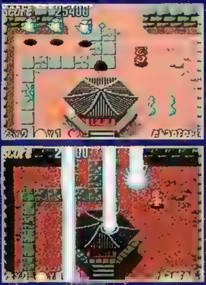
Every chapter plays out as a long walk to the boss area. You must find the key then the boss area, which is usually the farthest point from the start of the level. Many enemies will attack you as you try to locate the key and the boss, and the levels themselves can be dangerous if you're not careful.

Safe Passage?



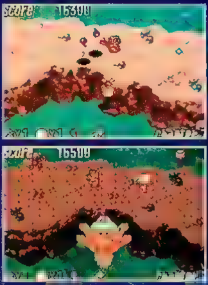
Many games build in a safeguard that keeps you from tumbling off bridges, ledges and other walkways, but this game isn't one of them. Pocky, Rocky and Becky can't swim, so be careful!

Crescendo

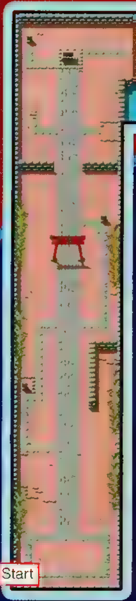


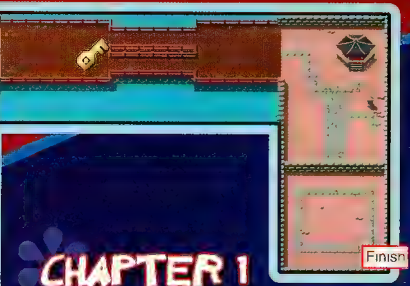
You'll automatically have one Crescendo item in your inventory. It will clear the area of all enemies and dispel enemies even beyond the screen you're on. You can find extra Crescendos in some areas. Try shooting lamps, rocks and enemies to locate them. Use the Crescendo when you're overwhelmed by enemies.

Red Stars!



The small red enemies that travel in snake-like groups drop items. If you blast all the red enemies in a group, the last one will drop one of the items shown above. Items are generated randomly.

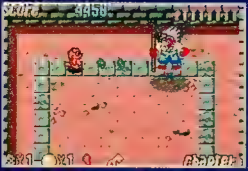




CHAPTER 1

Work your way up and around to the boss. Try using your wand or tail to swat away enemies and all small enemy projectile attacks except red fireballs.

Crow Tengu

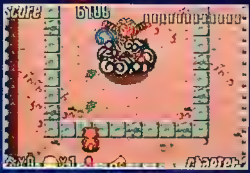


Crow Tengu is vulnerable from all sides, but the easiest way to attack him and most enemies is from behind. Stay out of the way when the crow flies—he'll knock down your health, for sure. Attack aggressively when Crow Tengu pauses.

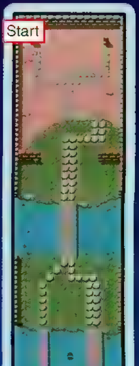
CHAPTER 2

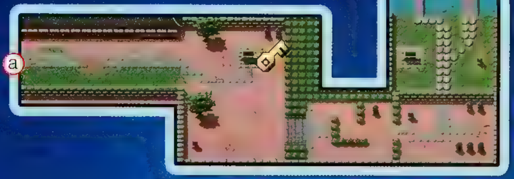
The path to Nue has bridges, so walk carefully. Try not to pause in any area of any chapter, or new enemies will spawn to attack you.

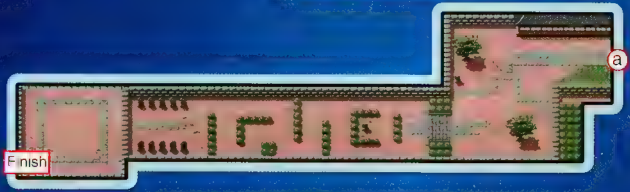
Nue NP



You have to hit Nue on his blue tail. If you try to shoot it from the side, Nue may move it. Hide behind the villain to blast his tail, and be sure to duck the lightning bolts he calls from the sky.



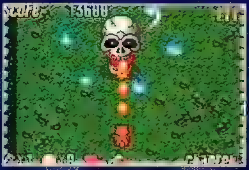




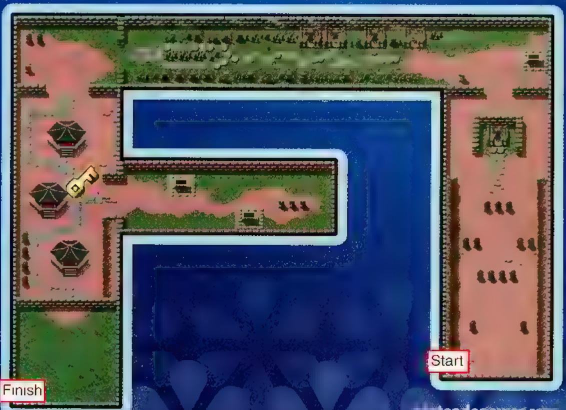
CHAPTER 3

Blast the center of the ruin in the first leg of the trip for an extra Crescendo. The last portion of the journey is swarming with enemies—use the Crescendo to take them out.

Gasha

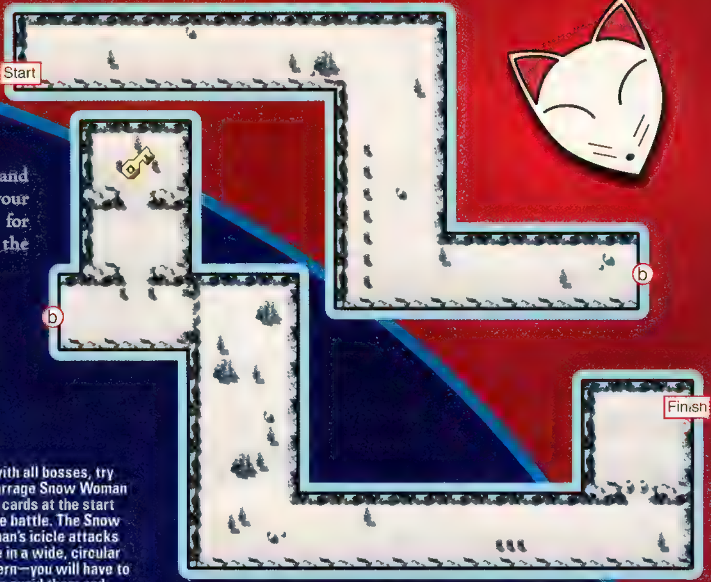


You can hurt Gasha only when its mouth is open. Watch the changing orbit of the swinging bone—it can catch you by surprise if you're not careful. Try to hit Gasha hard at the start of your fight.

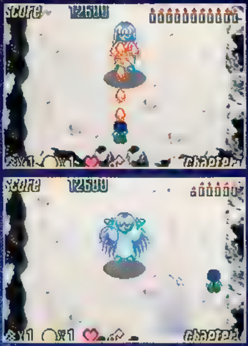


CHAPTER 4

The blizzard doesn't make you slip and slide, but the snow does obscure your view. Many enemies will lie in wait for you once you have the key. Use the Crescendo if necessary.


Start
b
b
Finish

Snow Woman

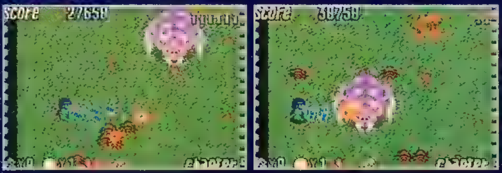

score 12500
score 12500
chapter
chapter

As with all bosses, try to barrage Snow Woman with cards at the start of the battle. The Snow Woman's icicle attacks move in a wide, circular pattern—you will have to run to avoid them and probably won't be able to attack much as you do. Attack her after the last icicle flies through the air.

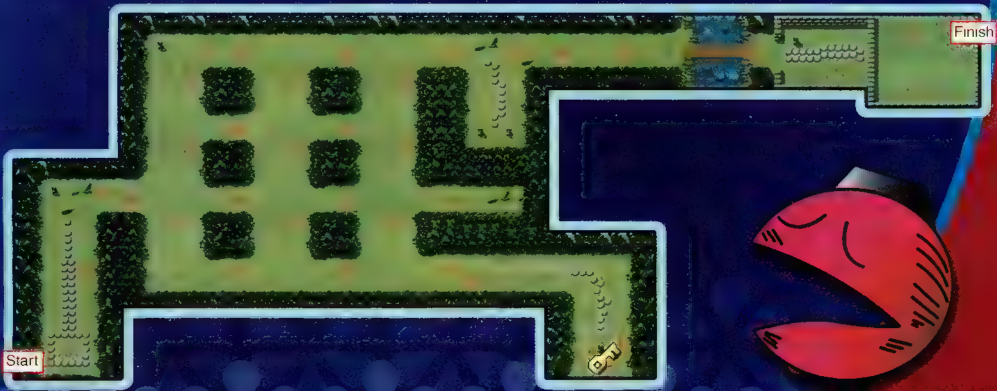
CHAPTER 5

The walk to the boss is a little confusing, but you don't have to go everywhere. There are several Crescendos hiding in the level—one is in the alcove above the key.

Giant Spider

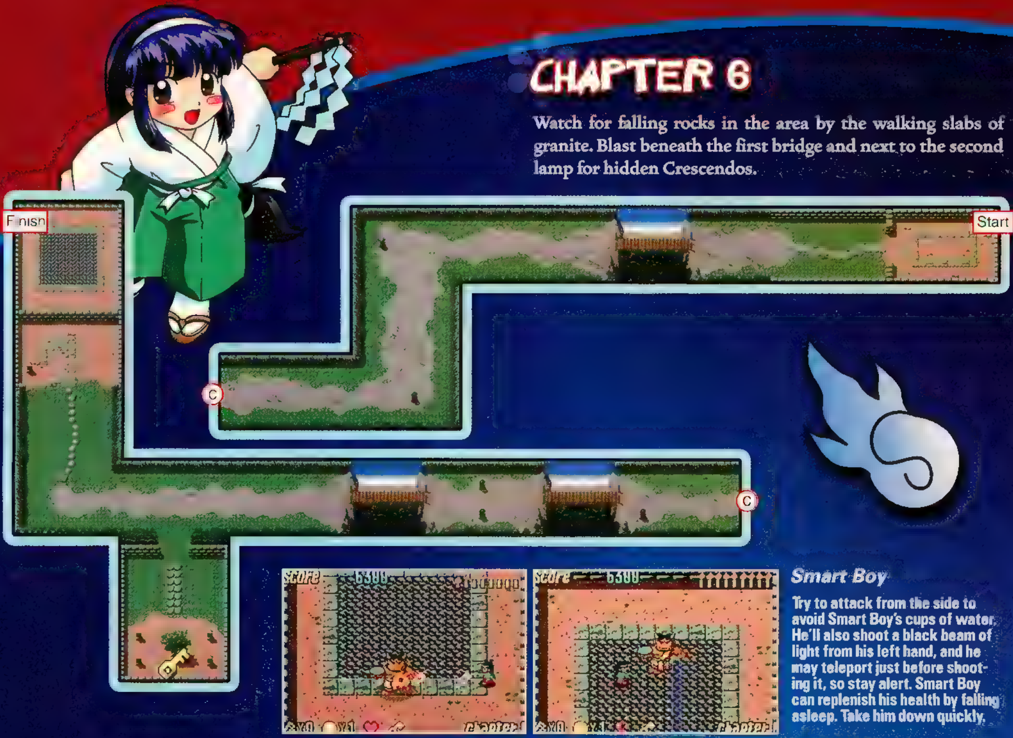

score 27650
score 30750
chapter
chapter

The Giant Spider has lots of small cohorts—attack them before they attack you. Watch the web projectile, which will glue you in place for a short time, leaving you open to attack.


Finish
Start

CHAPTER 6

Watch for falling rocks in the area by the walking slabs of granite. Blast beneath the first bridge and next to the second lamp for hidden Crescendos.

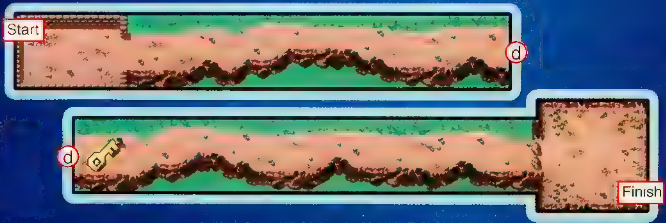


Smart Boy

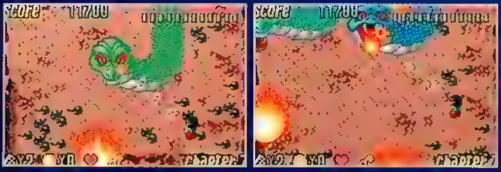
Try to attack from the side to avoid Smart Boy's cups of water. He'll also shoot a black beam of light from his left hand, and he may teleport just before shooting it, so stay alert. Smart Boy can replenish his health by falling asleep. Take him down quickly.

LAST CHAPTER

The extremely short walk to the Giant Snake is teeming with enemies. If you wave your wand or tail and walk the straightest possible path, you shouldn't take any damage on the trip.



Giant Snake



Defeat one head—two more will spring up. Defeat the two—four more will pop up. Defeat them—one will return. After that, a white flame snake will appear. For the first four battles, avoid the large fireballs and attack the snake heads at an angle when you can. When the snakes are red, they're almost done. For the last, stay out of the small flames' paths and keep moving. Attack when its mouth is open.

IN THE CARDS

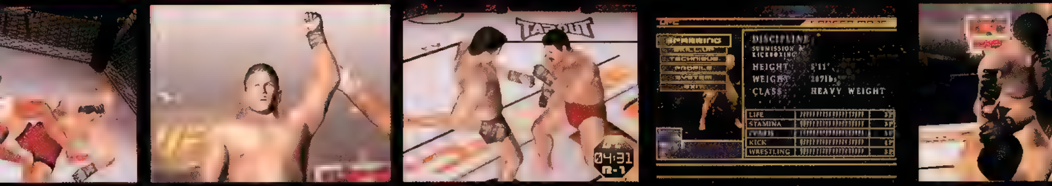
Any of the heroes can finish the game. Complete the game with one to get a code that changes the story slightly and increases the difficulty for your next go-around. If you started with Pocky or Becky, take Rocky in. His weaker card attacks make the game a bit more challenging.

BUILD THE BEST.

DESTROY

"THE VISUALLY BRUTAL AND HIGHLY SKILLED COMBATANTS OF THE ULTIMATE FIGHTING CHAMPIONSHIP WILL ONCE AGAIN SHOW OFF THEIR MARTIAL ARTS EXPERTISE FOR GAMERS."

– GAMEPRO MAGAZINE


TAPOUT
04:31
R-1
SPARRING
SKILL UP
TECHNIQUE
PROFILE
SYSTEM
EXIT
DISCIPLINE
SUBMISSION & KICKBOXING
HEIGHT 5'11"
WEIGHT 207lbs
CLASS HEAVY WEIGHT
LIFE
STAMINA
KICK
WRESTLING

- A brand new ultra-extensive Career Mode where, in addition to being able to create a fighter, you train your fighter as he fights his way to the Ultimate Fighting Championship.
- Over 25 real UFC fighters including current UFC Champions.
- Amazing special effects showing realistic facial and body animations including individual muscle movements.

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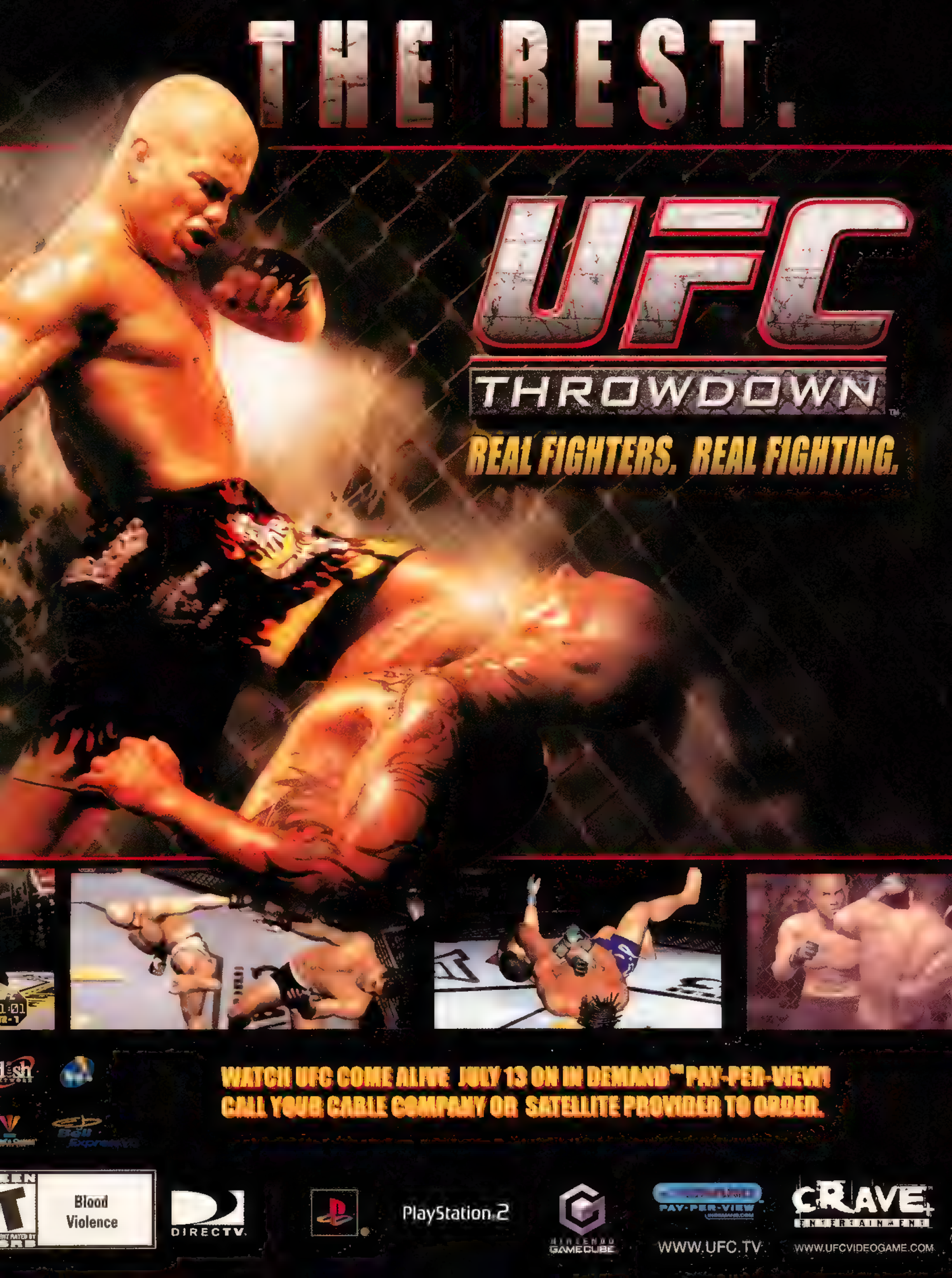
THE BEST.
UFC
THROWDOWN
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1:01
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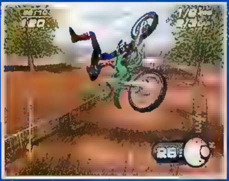
LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

BMX TRICK RACER
EARTHWORM JIM 2
KONG: THE ANIMATED SERIES
MX SUPERFLY
SCOOBY-DOO!: THE MOTION PICTURE
***STAR WARS* EPISODE II: ATTACK OF THE CLONES**
STUART LITTLE 2
UFC: THROWDOWN
ZOO CUBE

MX SUPERFLY



EVERYONE
E
CONTENT RATED BY
ESRB
Mild Lyrics

Get ready to kick out insane stunts and grab mad air in THQ's MX Superfly for the Nintendo GameCube. The game sports multiple options—including Career Mode, Freestyle and over 10 different minigames—and is sure to keep your engine humming for a long time.

Speed is the name of the game, but you must master the art of the powerslide to survive. Press the Z Button when going around a sharp corner to whip your bike in the direction you want to go. Try to keep your bike as vertical as possible—if you lean too much to one side or the other, you'll tip over. You might want to take a spin in Tutorial Mode before launching into your new career as a daredevil motocross rider.

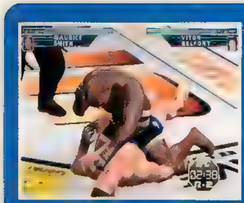
Forget racing and placing—focus on stunts in Freestyle Mode. You'll earn decent points just for big air, but try to rack up the score by adding twists, turns and tricks to the jumps. You'll be scored on the landing, too.

Eleven different minigames, including Pizza Delivery, Wheelball and Horse, await i MX Superfly. You can also challenge up to three buddie in Multiplayer Mode.

POWER PLAY

Build a new rider and take him or her through a grueling season in Championship Mode. You can also design and build your own courses in Track Editor Mode. Add barriers, ramps and platforms, then take a spin on your new racetrack.

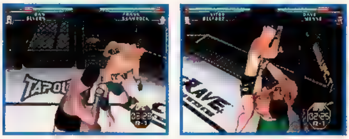
UFC: THROWDOWN



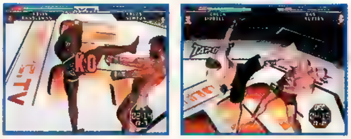
TEEN
T
CONTENT RATED BY
ESRB

Blood
Violence

Are you tired of fighting games that don't let you use Brazilian Jiu-Jitsu? Do you demand realistic brawls with hundreds of different moves and fighting styles? If so, then Crave's UFC: Throwdown—based on the Ultimate Fighting Championship—is the title you've been waiting for.



Whether you prefer Cat Fighting, Pit Fighting, Sumo Wrestling or Ruas Vale Tudo, it's a sure bet that one of UFC's 41 different fighting styles will match your personality. Always play to your fighter's strengths: If you choose a wrestling style, don't waste time with quick punches—just get your opponent in a grapple as quickly as possible. If you miss with a punch or kick, you will lose stamina, so strike only when you have an opening.



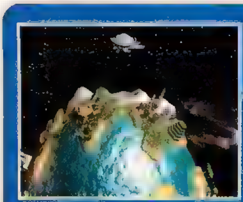
Every fighter uses his feet, but some are more skilled than others. Kicks will do more damage than almost any other move, but they are difficult to land and take a lot of stamina if blocked. If you want to introduce your toes to a foe's head, choose a leggy fighting style such as Kickboxing or Tae Kwon Do and let the feet fly. If you're fighting a kick-happy opponent, try to get him in a grapple to eliminate the advantage.

Grapples are a great way to end a fight quickly. Once your opponent is on the mat, you can either pummel him mercilessly or press the Z Button to attempt a submission move.

POWER PLAY

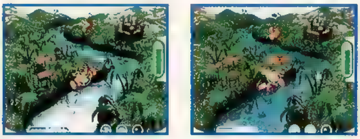
[illegible]

ZOOCUBE

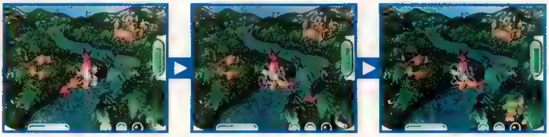


EVERYONE
E
CONTENT RATED BY
ESRB

A puzzle game with an animal-friendly twist is headed to GCN. ZooCube, which shares both name and concept with its GBA brother, lets you manipulate a six-sided cube as animals come flying in from all directions. You must match animals in this addictive puzzler.



The concept—connecting the same kinds of animals together—is a simple as it gets, but the execution is tricky since you must shift the cube up and down in addition to left to right. Once a piece is aimed at the side you want, you can either wait for it to connect to the cube or press the A Button to speed the piece on its way. Once you've pressed the A Button, you can rotate the cube and prepare for the next piece in line.



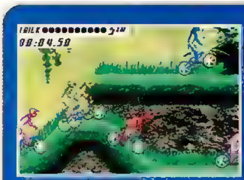
Sometimes a special item—like a bomb or candy cane—will appear. Manipulate the cube so the flying pieces strike special items to earn extra points or clear out multiple pieces.

There are different ways to play ZooCube. One mode turns all the pieces gray, forcing you to guess their identity. There are also competitive and cooperative multiplayer modes.

POWER PLAY

[illegible] level. When activated, a Smart Bomb will destroy all blocks touching the cube.

BMX TRICK RACER



EVERYONE
E
CONTENT RATED BY ESRB

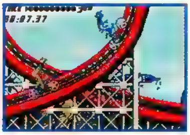
The extreme sports genre will get a strong new player this fall with BMX Trick Racer. Sporting fun characters like Ice Trey and T. Rotten, the game is a well-made combination of tricks and racing. There's also a multiplayer mode—you'll need multiple Game Paks and at least one Game Link Cable.

CHOOSE RIDER
STRENGTH
STAMINA
SPEED
accept
back

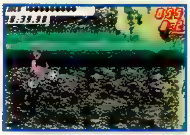
CHOOSE BIKE
WEIGHT
STABILITY
accept
back

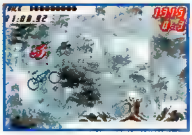
POWER PLAY

If you win races in Tour Mode, you'll earn points that make it easier to perform stunts and pedal faster. If you score victories in Freestyle Mode you can unlock new, faster and more agile bikes to ride. You'll need both to compete at higher levels.



Race Mode boasts 15 different courses. It's really tough to pull off tricks and win the race when you first start out—so stick to pedaling like a madman and worry about tricks only when you've built up your character.

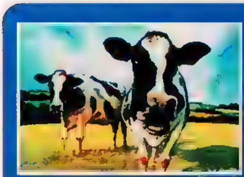




Practice Mode is a great place to learn the ropes. Lots of tricks require precise timing, and it will probably take you a number of tries before you get a feel for the action. If you choose the Guided Tour option, the game will teach you every trick in the book. If you'd rather figure them out for yourself, choose the Free Ride option.

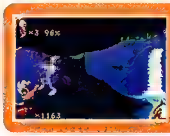
Some of the easier tricks to pull off are the No-Hander (A+B), the Turndown (B while in the air) and the Tabletop (R Button while in the air). Make sure that you have plenty of air under you before you attempt a trick.

EARTHWORM JIM 2



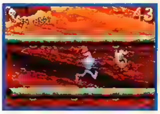
EVERYONE
E
CONTENT RATED BY ESRB
Violence

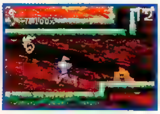
Rude, crude and lewd, Interplay's Earthworm Jim is back for more side-scrolling action on the GBA. Earthworm Jim 2 features all the familiar EWJ trademarks, including gross-out humor, ingenious level design, plenty of game play variety and some wickedly difficult boss battles.



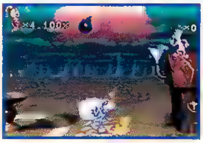
POWER PLAY

Earthworm Jim has a new trick up his sleeve: the Snot Grab. Look for bits of green goo hanging from the ceiling, then latch onto them with your head and swing from chunk to chunk. Jim can also use his body as a powerful whip if he's low on ammo.

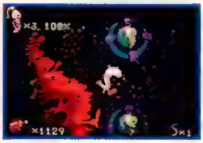




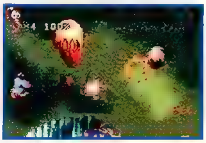
You'll find a pair of extra lives in the Lorenzen's Soil level. The first is on the left side of the stage, just above the green vultures. The second is located below the final continue marker. Extra lives look like a stuffed Jim head.



As Psycrow tosses puppies and bombs out of a window, Jim must use a marshmallow to bounce them to safety. Save as many dogs as you can, but don't be afraid to sacrifice a couple if it means catching the bomb.



When underwater (or under some other icky fluid) tap the B Button to help move through tight areas. Use your gun sparingly—shooting at enemies will slow you down.

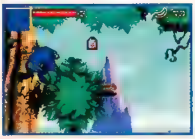


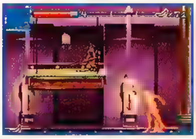
When flying on the rocket, press the B Button to turn it around and the A Button to fire its cannons. Collect the orange rockets to give Jim a super speed burst—it's the best way to clear the level quickly.

EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB

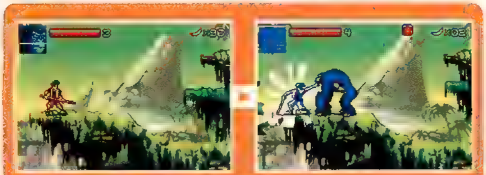
KONG: THE ANIMATED SERIES

Based on the popular animated series, Kong lets you take control of King Kong's genetically modified progeny. You'll join forces with both the giant ape and his human friends as you struggle to save Kong's island from an evil group of scientists.



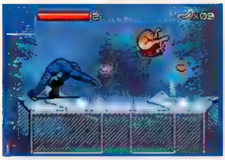


You must find hidden tablets in each level to progress through the game. There is no time limit, so make sure that you search every nook and cranny—some of the tablets can be difficult to find. Once all the tablets are in your possession, make for the exit.

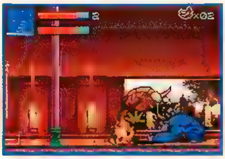


POWER PLAY

When either Kong or his human sidekick Jason appears in the top-left corner, you can join the two together with the L Button. You can also separate if one character is more suited for a particular challenge.



Some enemies, especially those with projectile weapons, can be hard to approach. Collect fruit and throw it at your foes to clear a path to victory.

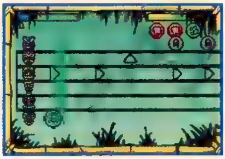


Kong isn't the only giant beast on the island. When fighting another giant creature, simply pelt it with fruit and block its attacks when necessary.

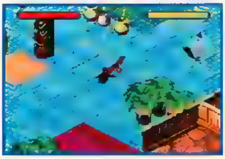
EVERYONE
E
Comic Mischief
CONTENT RATED BY ESRB

SCOOBY-DOO!: THE MOTION PICTURE

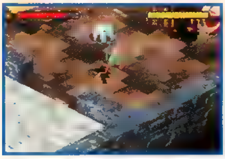
Zoinks! Shaggy, Scooby, Velma and the whole gang are jumping to the big screen this summer, and THQ is releasing a new GBA title to mark the occasion. Put on your Sherlock Holmes hat and help the Mystery Machine crew solve a multitude of creepy cases.



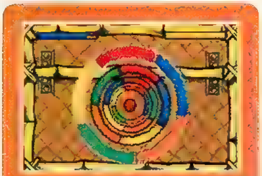
There are plenty of minigames to try, including music composition, color-matching puzzles and mazes.



You begin the game as Scooby-Doo. Each character in the game has a unique attack or skill.

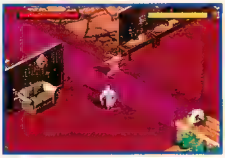


Shaggy and Scooby are peas in a pod, and they share the same special ability: stunning enemies.

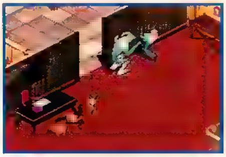


POWER PLAY

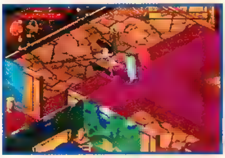
Velma can open chests and other sticky wickets. To unlock a chest, rotate the different rings left and right until the colors match.



Brainy Velma can solve difficult puzzles. She can also sneak past enemies with the B Button.

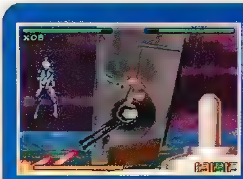


Though he looks like an ascot-wearing weenie, Fred can brawl with the best of them.



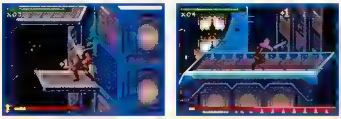
When Daphne isn't being kidnapped, she's frightening ghouls away with her devastating kung fu.

STAR WARS EPISODE II: ATTACK OF THE CLONES

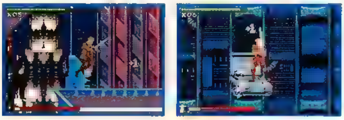


EVERYONE
E
CONTENT RATED BY
ESRB
Violence

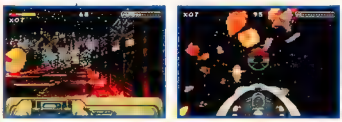
The much-anticipated summer blockbuster is now on the GBA. Take control of Anakin and Obi-Wan and reenact your favorite scenes from the film—including lightsaber battles against Jango Fett, dangerous flights through asteroid fields and taking on wave after wave of Imperial droids. You'll need the Force on your side if you hope to emerge victorious!



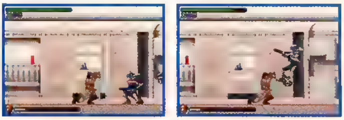
There are four extra lives in Level 1. Walk forward until you see the floating platform, then drop down one level to find the first extra life. To find the second, use the Force to jump up when you reach a red building.



Look around near a pink-and-grey striped building to reach the yet another extra life. The fourth is located at the top of a moving platform. Tread carefully—if you fall in the first level, you must start over.



You'll be able to use a number of ships in your quest to stop Count Dooku. Whether chasing a bounty hunter or dodging meteors, the strategy is the same: Move fast and avoid obstacles.



The lightsaber can be used to reflect laser blasts back at an enemy. If you're having trouble reflecting the lasers, move closer—the bouncing laser will automatically hit the target if you stand close enough.

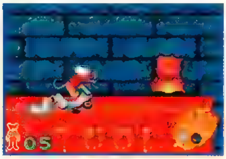
POWER PLAY

The Force isn't just for jumping around and impressing galactic senators. You can also use it to knock crowds of enemies to the ground.

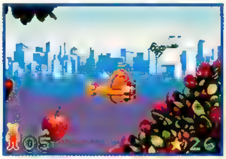
STUART LITTLE 2

EVERYONE
E
CONTENT RATED BY
ESRB

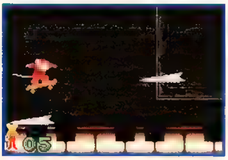
Another title straight from the big screen to the palm of your hand, Stuart Little 2 follows the plucky little mouse on a hair-raising series of adventures. Though it's geared for younger gamers, Stuart Little 2 is a well-made game with plenty of fun challenges.



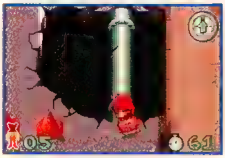
Look for tubes of paint in the first level. Jump on all four to paint the plane and move to the next area.



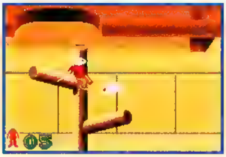
Move left and right to avoid falling apples and angry dragonflies while airborne.



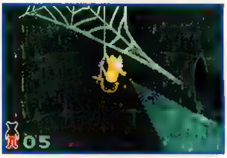
Stuart can't hurt enemies, so you must avoid them. It's easy to jump foes when you have a skateboard.



When driving the red roadster, use the compass in the top right-hand corner to find your way home.



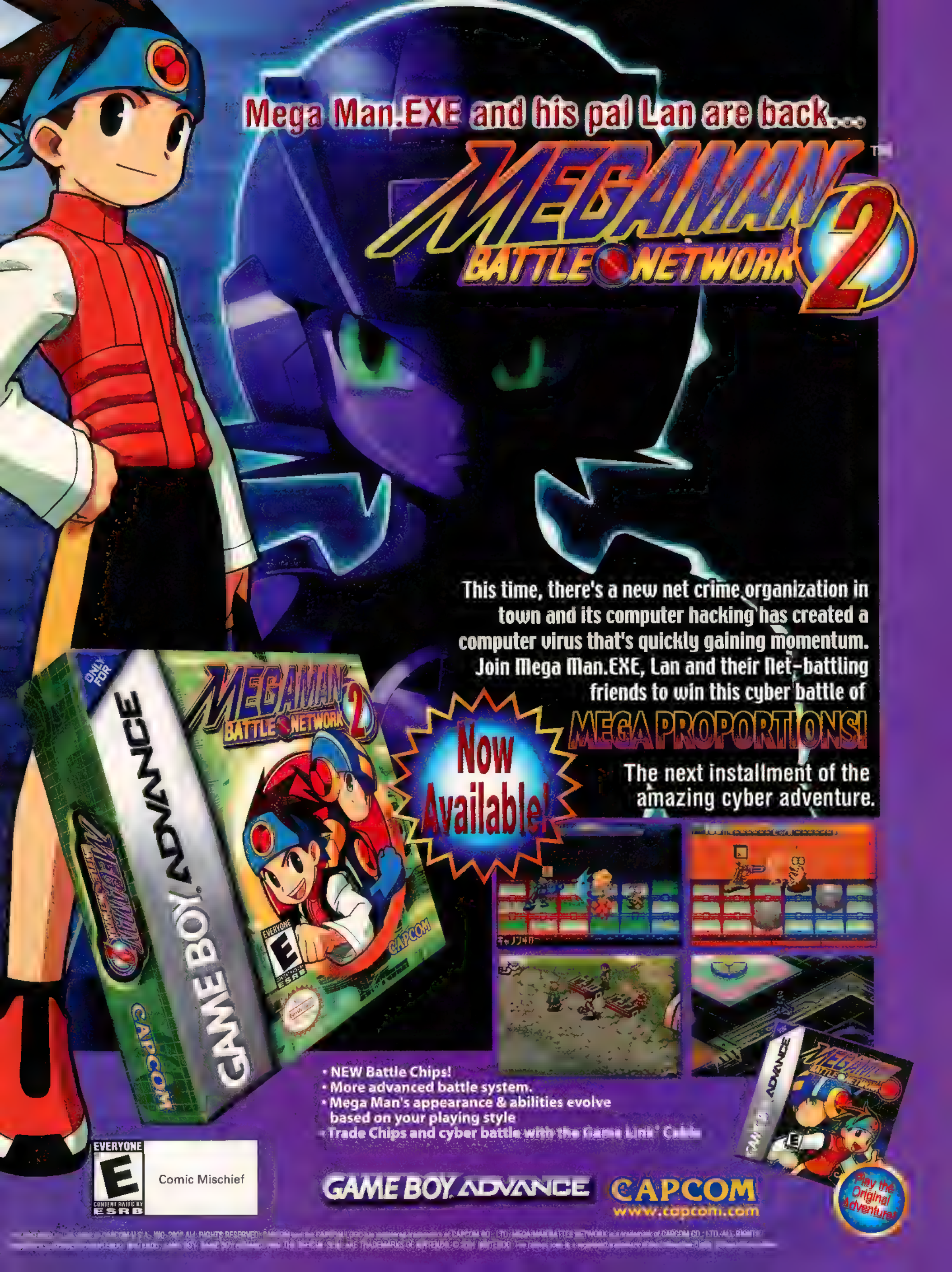
There is an extra life next to the toaster in Level 5. Be sure to scan for baddies before jumping.



Spiders are helpless if you shine a light on them. Climb up if you're overwhelmed by angry arachnids.

POWER PLAY

Stuart will take damage if he falls, but he can survive jumps from any height. If you must drop down, be sure to jump instead of simply walking off the edge.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EVERYONE
E
Comic Mischief
CONTENT RATED BY
ESRB

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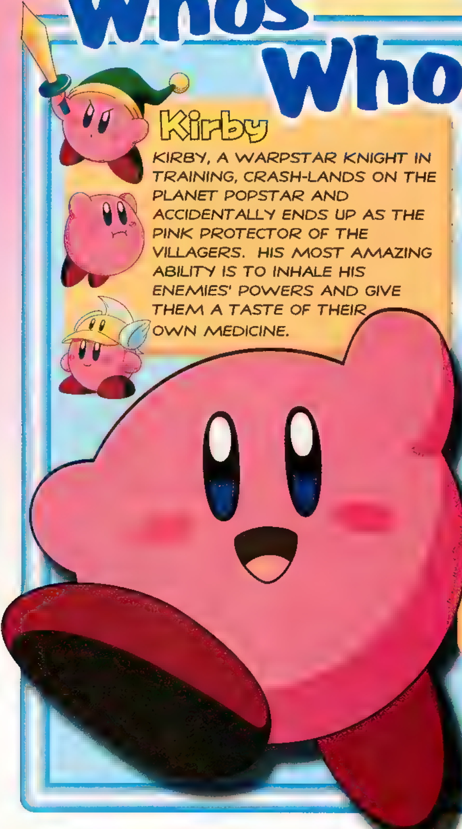
A Pink Visitor...

Episode 1
Kirby Comes to Cappy Town

Kirby™ RIGHT BACK AT YA!

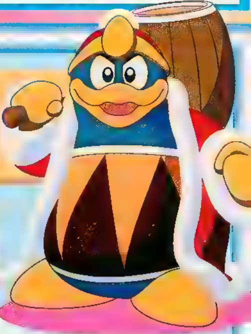
NP SCORED THIS EXCLUSIVE ANIME COMIC SERIES BASED ON THE NEW KIRBY TV SHOW, WHICH WILL DEBUT ON THE FOX NETWORK'S NEW FOX BOX SATURDAY MORNING SEPTEMBER 14.

Who's Who



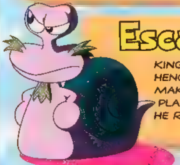
Kirby

KIRBY, A WARPSTAR KNIGHT IN TRAINING, CRASH-LANDS ON THE PLANET POPSTAR AND ACCIDENTALLY ENDS UP AS THE PINK PROTECTOR OF THE VILLAGERS. HIS MOST AMAZING ABILITY IS TO INHALE HIS ENEMIES' POWERS AND GIVE THEM A TASTE OF THEIR OWN MEDICINE.



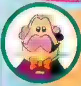
King Dedede

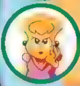
THE RULER OF DREAM LAND IS A SELFISH, LOUD GLUTTON WITH AN AFFINITY FOR CHAOS AND AN AVERSION TO KIRBY.



Escargoon

KING DEDEDE'S SLIMY HENCHMAN TRIES TO MAKE HIS REGENT'S PLANS WORK, BUT HE RARELY SUCCEEDS.



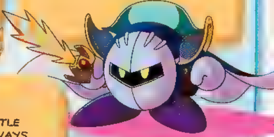


Sir Ebrum & Lady Like

THE SOMEWHAT MEEK SECRETARY OF DREAM LAND AND HIS DIGNIFIED WIFE SUPPORT THE PEOPLE—INSTEAD OF KING DEDEDE—WHENEVER THEY CAN.

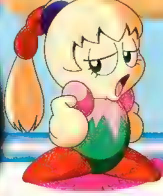
Meta Knight

META KNIGHT IS A MIGHTY SPHERICAL SWORDSMAN WITH PLENTY OF ARMOR. HIS ORIGIN AND MOTIVES ARE A MYSTERY.



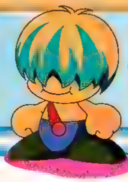
Tiff

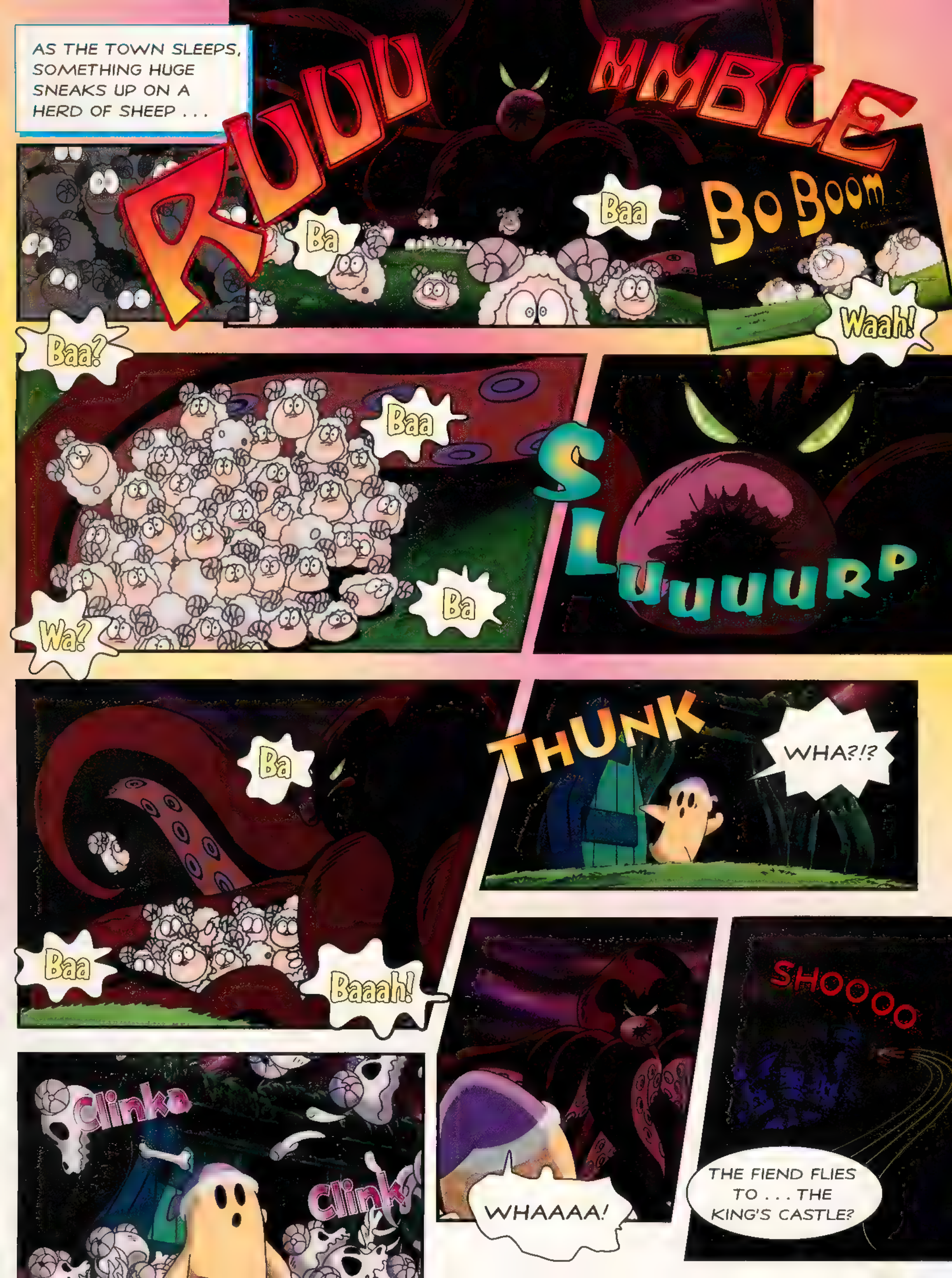
TIFF IS TOUGH AND NOT AFRAID TO STAND HER GROUND. SHE IS THE DAUGHTER OF SIR EBRUM AND LADY LIKE AND KIRBY'S BIGGEST SUPPORTER.

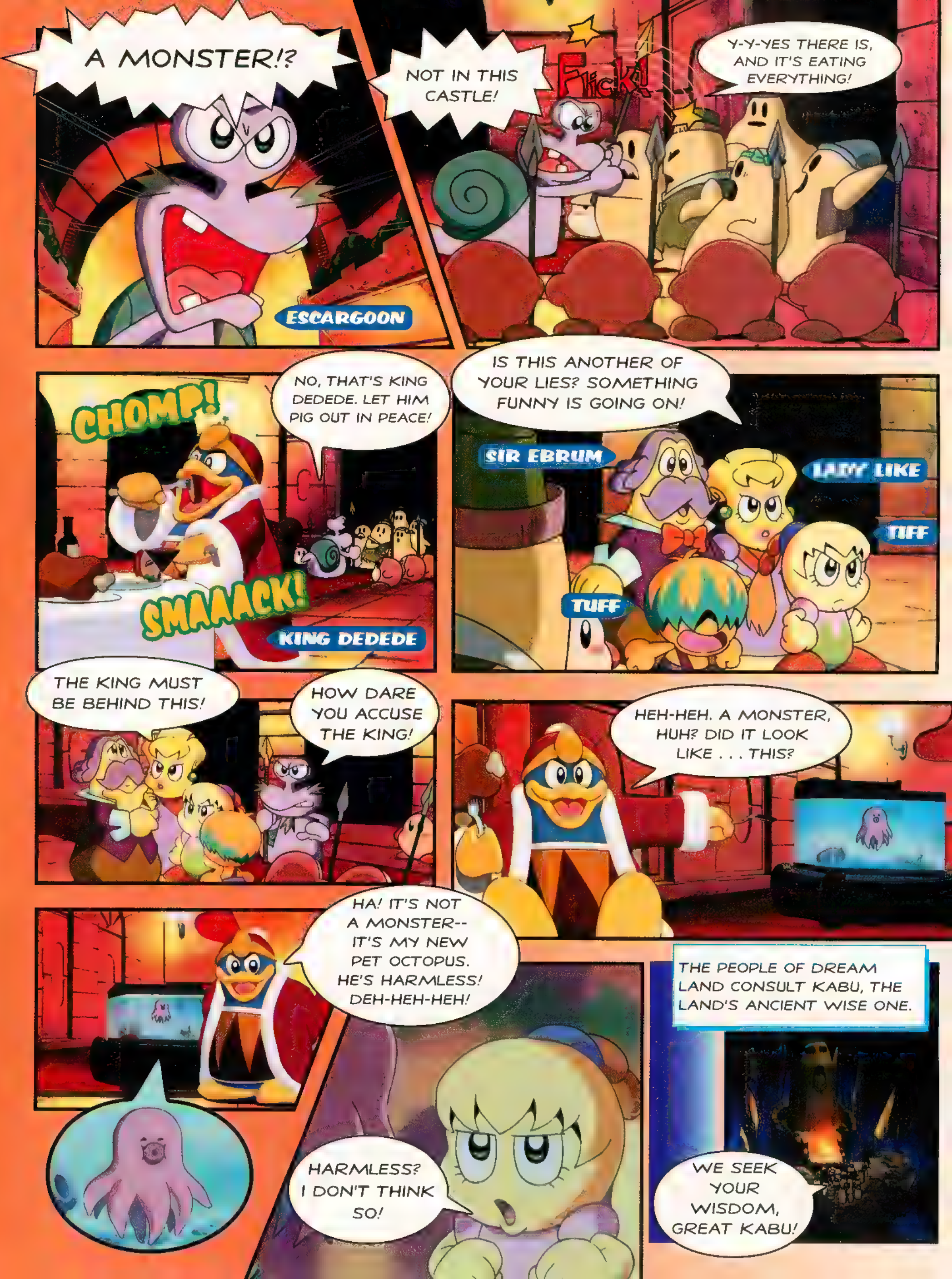


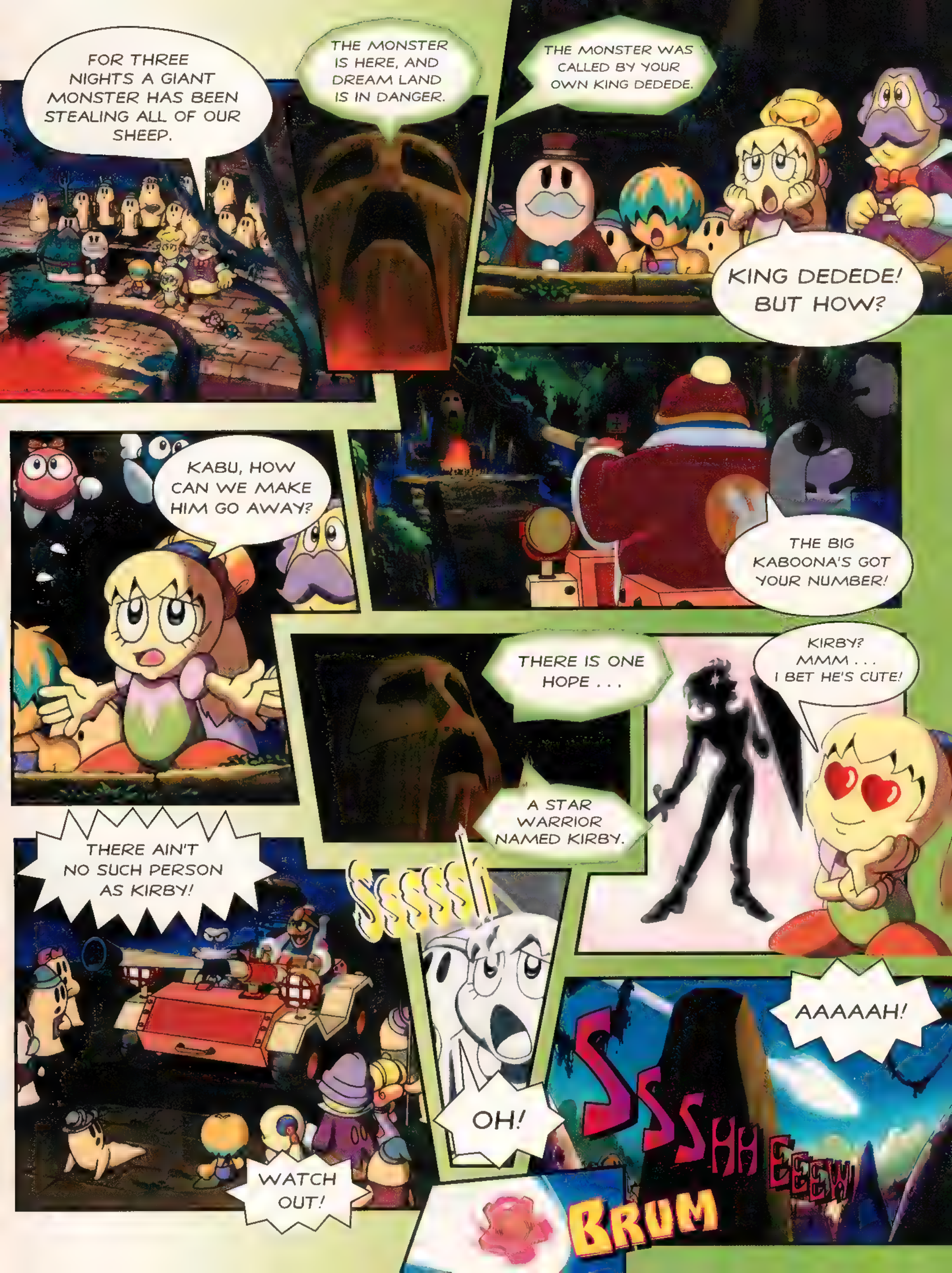
Tuff

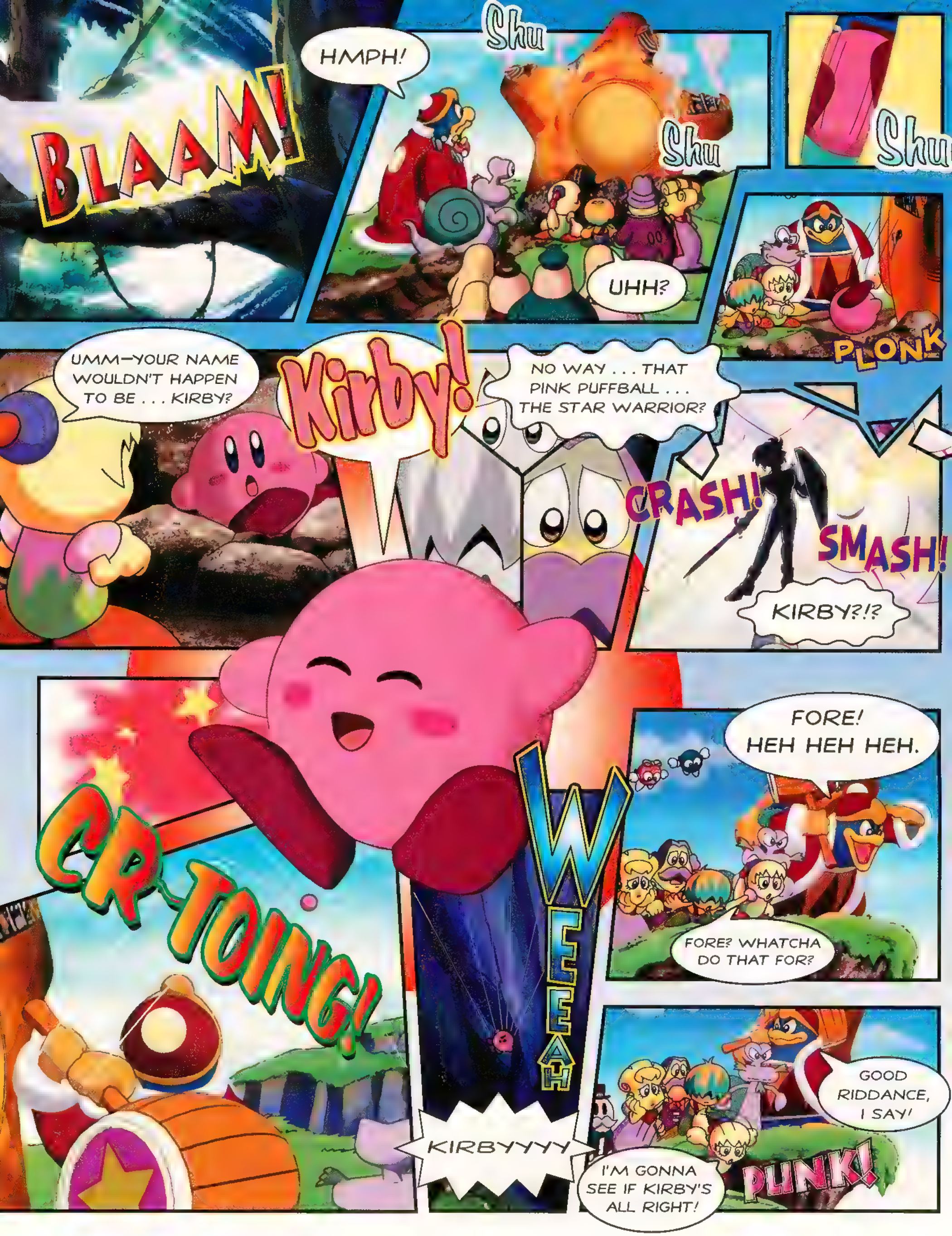
MISCHIEVOUS LITTLE BRO TUFF IS ALWAYS READY FOR AN ADVENTURE WITH HIS SISTER, TIFF, AND HIS NEW PAL, KIRBY.

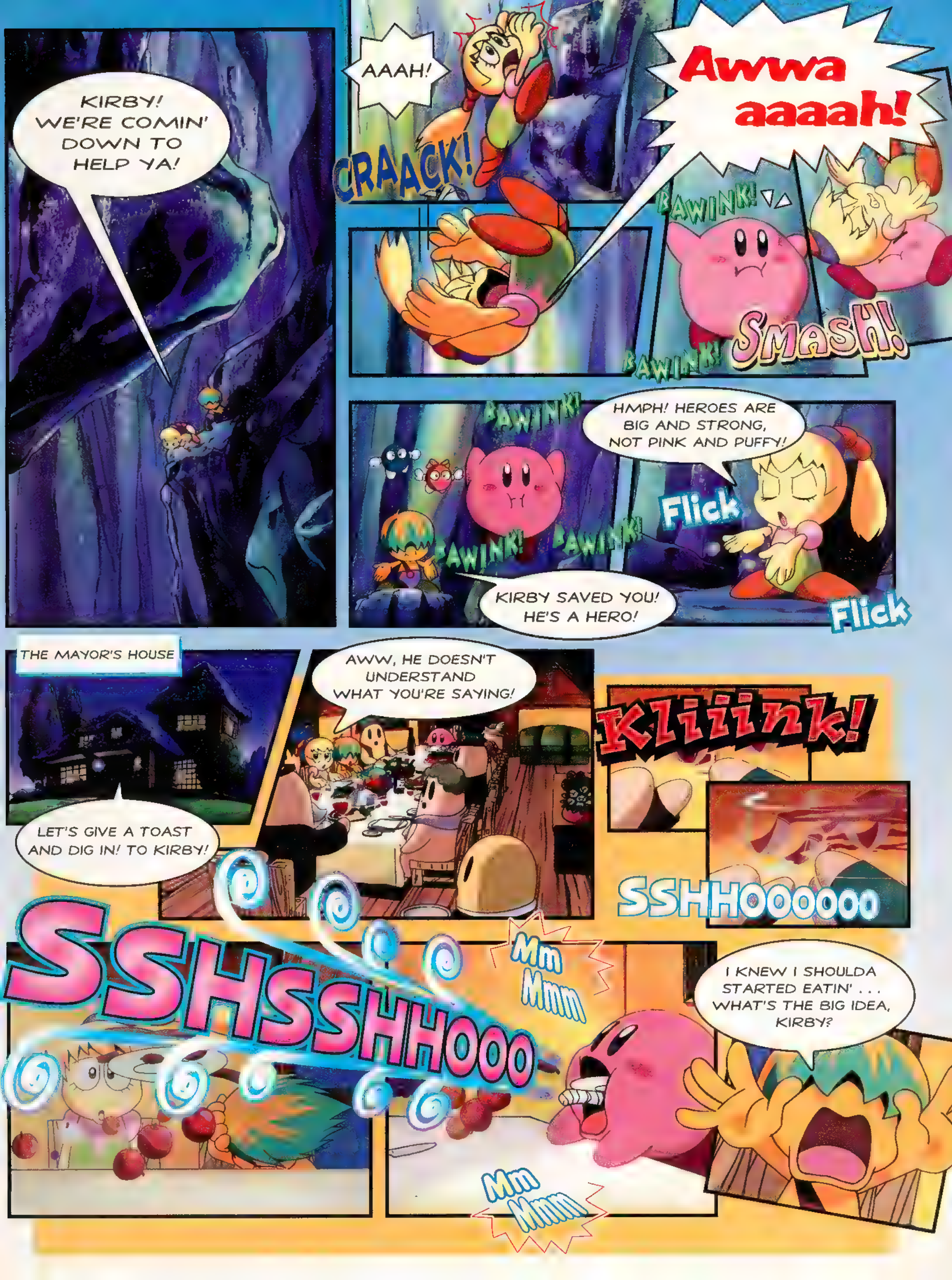


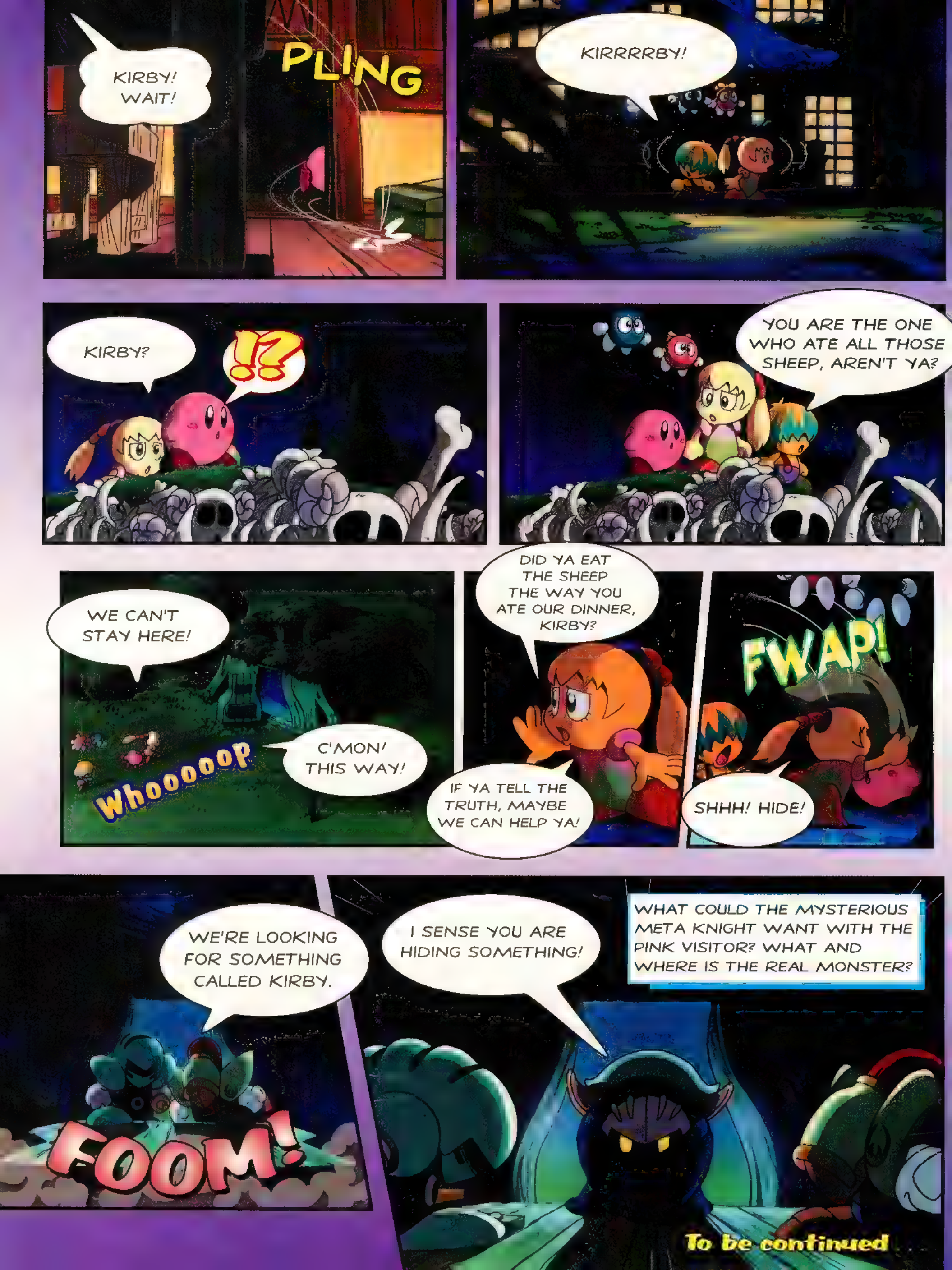

AS THE TOWN SLEEPS, SOMETHING HUGE SNEAKS UP ON A HERD OF SHEEP . . .
RUUUMMMBLE
Ba
Baa
Bo Boom
Waah!
Baa?
Baa
Ba
Wa?
SLUUUURP
Ba
Baa
Baaah!
THUNK
WHA?!?
Clinka
clink
WHAAAA!
SHOOOO
THE FIEND FLIES TO . . . THE KING'S CASTLE?


A MONSTER!?
ESCARGOON
NOT IN THIS CASTLE!
Flick!
Y-Y-YES THERE IS, AND IT'S EATING EVERYTHING!
CHOMP!
NO, THAT'S KING DEDEDE. LET HIM PIG OUT IN PEACE!
SMAAACK!
KING DEDEDE
IS THIS ANOTHER OF YOUR LIES? SOMETHING FUNNY IS GOING ON!
SIR EBRUM
LADY LIKE
TIFF
TUFF
THE KING MUST BE BEHIND THIS!
HOW DARE YOU ACCUSE THE KING!
HEH-HEH. A MONSTER, HUH? DID IT LOOK LIKE . . . THIS?
HA! IT'S NOT A MONSTER-- IT'S MY NEW PET OCTOPUS. HE'S HARMLESS! DEH-HEH-HEH!
HARMLESS? I DON'T THINK SO!
THE PEOPLE OF DREAM LAND CONSULT KABU, THE LAND'S ANCIENT WISE ONE.
WE SEEK YOUR WISDOM, GREAT KABU!


FOR THREE NIGHTS A GIANT MONSTER HAS BEEN STEALING ALL OF OUR SHEEP.
THE MONSTER IS HERE, AND DREAM LAND IS IN DANGER.
THE MONSTER WAS CALLED BY YOUR OWN KING DEDEDE.
KING DEDEDE! BUT HOW?
KABU, HOW CAN WE MAKE HIM GO AWAY?
THE BIG KABOONA'S GOT YOUR NUMBER!
THERE IS ONE HOPE . . .
A STAR WARRIOR NAMED KIRBY.
KIRBY? MMM . . . I BET HE'S CUTE!
THERE AIN'T NO SUCH PERSON AS KIRBY!
WATCH OUT!
SSSSS
OH!
AAAAAH!
SSSHHEEEW
BRUM


BLAAM!
HMPH!
Shu
Shu
UHH?
Shu
PLONK
UMM—YOUR NAME WOULDN'T HAPPEN TO BE . . . KIRBY?
Kirby!
NO WAY . . . THAT PINK PUFFBALL . . . THE STAR WARRIOR?
CRASH!
SMASH!
KIRBY?!?
CR-TOING!
WEEAH
FORE! HEH HEH HEH.
FORE? WHATCHA DO THAT FOR?
KIRBYYYY
GOOD RIDDANCE, I SAY!
I'M GONNA SEE IF KIRBY'S ALL RIGHT!
PLINK!


KIRBY! WE'RE COMIN' DOWN TO HELP YA!
AAAH!
CRAACK!
Awwa aaaah!
BAWINK!
SMASH!
BAWINK!
BAWINK!
HMPH! HEROES ARE BIG AND STRONG, NOT PINK AND PUFFY!
Flick
BAWINK!
BAWINK!
KIRBY SAVED YOU! HE'S A HERO!
Flick
THE MAYOR'S HOUSE
LET'S GIVE A TOAST AND DIG IN! TO KIRBY!
AWW, HE DOESN'T UNDERSTAND WHAT YOU'RE SAYING!
Kliiink!
SSHHOOOOOO
SSHSSHHOOO
Mm Mmm
I KNEW I SHOULDA STARTED EATIN' . . . WHAT'S THE BIG IDEA, KIRBY?
Mm Mmm


KIRBY! WAIT!
PLING
KIRRRRBY!
KIRBY?
!?
YOU ARE THE ONE WHO ATE ALL THOSE SHEEP, AREN'T YA?
WE CAN'T STAY HERE!
Whoooooop
C'MON! THIS WAY!
DID YA EAT THE SHEEP THE WAY YOU ATE OUR DINNER, KIRBY?
IF YA TELL THE TRUTH, MAYBE WE CAN HELP YA!
FWAP!
SHHH! HIDE!
WE'RE LOOKING FOR SOMETHING CALLED KIRBY.
FOOM!
I SENSE YOU ARE HIDING SOMETHING!
WHAT COULD THE MYSTERIOUS META KNIGHT WANT WITH THE PINK VISITOR? WHAT AND WHERE IS THE REAL MONSTER?
To be continued

ZOOCUBE
It's not just a game.
It's an addiction!
PUZZLED?
Rotate.
Stack.
Match.
React.
puzzlekings
INTRINSIC
EVERYONE
E
CONTENT RATED BY
ESRB
Also Available on
GAME BOY ADVANCE
NINTENDO
GAMECUBE
Acclaim

The only 3D puzzler available on Nintendo GameCube™!

Engage in head-to-head multi-player action with your friends.

Put your puzzle solving skills to work! Match animal pairs on the ZooCube to free the animals.

12 different game modes with added power-ups, bonuses and mind bending three-axis rotation.

27 PRO RIDERS
MX Superfly™
FEATURING
RICKY CARMICHAEL
RACE FAST. JUMP HIGH. HOLD ON.
EVERYONE
E
CONTENT RATED BY
ESRB
Mild Lyrics
PlayStation.2
NINTENDO
GAMECUBE

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15 RACE TRACKS
HIGH-FLYING FREESTYLE
11 MINI GAMES
WWW.MXSUPERFLY.COM
CASH BASED CAREER MODES
THQ
www.thq.com

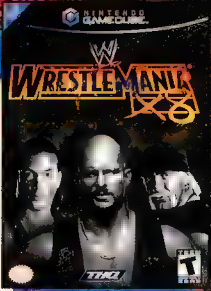
NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JULY 2002

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

WWE WRESTLEMANIA X8

Wooooo! The WWE debuts on GCN in an exclusive slamfest from THQ.



THQ's video game grapplers have long been the people's champ among wrestling fans, and much of the popularity comes from the games' beefy arsenal of easy-to-use moves. The Aki Corporation had a lot to do with the games' polished and fun appeal, and a former member of the original development team went to the mat to design WrestleMania X8. Created exclusively for GCN, WrestleMania X8 smacks down with countless moves and reversals and 42 superstars, including Stone Cold, The Rock, Hulk Hogan, Y2J and RVD. Your character's actions are context-sensitive, so it's a breeze to pull off just the right move when your rival is on the ropes, flying through the air or lying on the ground. Wrestling games require you to pace yourself, and the slick grappling engine enables you to counter an attack (or even reverse a reversal) with a well-timed maneuver.

WrestleMania X8 emphasizes intense fighting action, so there's no story mode or corny cut scenes. Instead, the game punches up the proceedings with its attention to detail, including authentic entrance videos and music (Limp Bizkit and Motörhead are on the sound track) and true-to-life characters who look, strut and fight like the real thing. The game doesn't feature generic body frames—character models are fairly accurate depictions, so Taz is short and stocky, while Triple H is hulking and Hurricane is neither huge nor small. TLC, Table, Ladder, Cage and four other match types (which you can modify with five play styles including Tag and Battle Royal) are sure to keep fans grappling for more.

COMMENTS: **Jason**—You never feel totally helpless in this game—it hits hard with great grappling action and tons of smooth moves. **Jenni**—It's got everything wrestling fans want. The sheer number of choices is a good thing.

- THQ 14
- 1 to 4 players simultaneously
- 42 wrestlers

ALAN	★★★★
CHRIS	★★★
GEORGE	★★★
JASON	★★★★
JENNI	★★★

TEEN T CONTENT RATED BY ESRB

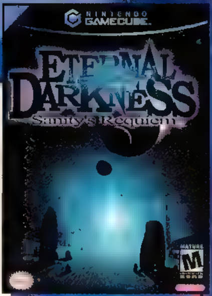
Mild Lyrics
Suggestive Themes
Violence

ETERNAL DARKNESS: SANITY'S REQUIEM

Scare up a moody and murky thriller for GCN.

After lurking in the shadows for a while, Eternal Darkness: Sanity's Requiem finally rears its creepy head on GCN. Like other games of its horrifying ilk, ED is filled with nightmarish monsters and ghoulish visuals, but the moody one-player adventure also aims for cerebral scares and atmospheric chills. The ambitiously literate game drops references to Lovecraft and Poe, and, fittingly, the fast-pounding heart of the game is an elegant, gothic story line. Literally drawing the main character, Alexandra, into a cursed book, every chapter of the mysterious tome serves as a portal to the game's 12 eras. In each level, you'll play as a doomed character from history, including a Roman Centurion, 14th-century monk and World War I reporter. Every character wields mix-and-match spells and unique weaponry—such as the elephant gun and scramasax—and you'll need to be heavily armed to battle the undead armies that test your sanity. As you're assaulted by the supernatural, the game's innovative Sanity Meter will deplete unless you fend off the demons. If you lose your sanity, the developers have programmed reality-bending "insanity effects" to occur—such as your TV adjusting its volume or your game erasing your Memory Card. It's all just trickery, and perhaps that's what sets ED apart from other horror games. It's not all about cheap thrills and shock value—it's about head games and psychological horror, too.

COMMENTS: **Alan**—With a lot of new and creative ideas, ED is likely to be game of the year. It's intelligent, challenging and always intriguing. **Jenni**—The controls are simple and very effective and the camera rarely gets in the way. **George**—The magic and combat systems are solid and fun. **Chris**—The graphics set the mood of each level rather well. The puzzles aren't too difficult.



- [illegible] 28
- 1 player
- 12 levels
- 12 characters

ALAN	★★★★★
CHRIS	★★½
GEORGE	★★★★
JENNI	★★½
STEVEN	★★★★★

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

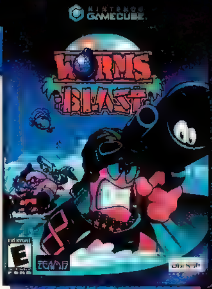
WORMS BLAST

Ubi Soft blasts open a new can of worms for puzzle fanatics.

Even though the game bears the Worms name, don't expect the bomb-dropping combat that has typified the Worms series. Ubi Soft's game still features the Worms trademark of lobbing missiles, but Worms Blast has transformed the game into a puzzle experience that resembles Bust-a-Move at sea. You captain a boat, and as the water level slowly rises, you must aim your cannon at the ball clusters hanging from the sky to blast them out of your way. To eliminate pieces, you must match the random color of your ammo with your target. The trick comes in landing a direct hit, since your boat rocks with the current. Momentum and waves make it tough to manage a steady shot. Tougher yet, you must power up your shots with just the right gusto or your arcing trajectory will fall short. Finding the exact angle and power for a successful bank shot requires players to be ultra precise, so WB doesn't play as fast and free as Bust-a-Move. Moreover, the controls are touchy and you have to take time to line up your shots, so it's tough to stay afloat.

In addition to countless puzzle rounds, the game features eight two-player games—including Fight, which requires you to ricochet shots at your rivals so you can blast them in classic Worms style. WB is loaded with fun sounds and graphics, but unless you've got dead-eye aim, the game can be frustrating.

COMMENTS: **Jenni**—Harder than college. There's a lotta clever stuff that many people will never get to because the game takes so long to get good at. **Alan**—It's the bad kind of hard where you aim a millimeter too far to the left and suddenly have to start the entire level all over again. **Steven**—Puzzle play and competition modes are addictive and engaging. **Chris**—This game isn't as much of a puzzle game as it is a precision/accuracy game.



- [illegible] 3
- 1 to 2 players simultaneously

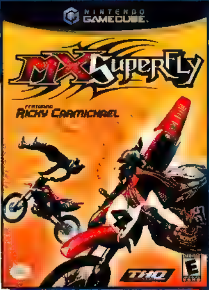
ALAN	★★½
CHRIS	★★
JASON	★★½
JENNI	★★½
STEVEN	★★★★

EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence

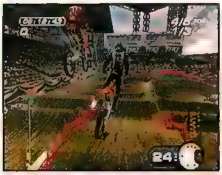
MX SUPERFLY

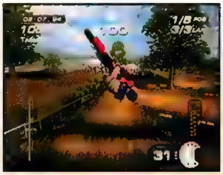
Play in the dirt with Ricky Carmichael.



Supercross champ Ricky Carmichael and 26 other pros ride, flip and even deliver pizzas in THQ's freestyle dirt-biking bonanza. MX Superfly features 22 authentic tracks, including exclusive pro courses such as Loretta Lynn's and the Outdoor Nationals. The game revs with real-world features motocross fans are looking for—licensed bikes from Honda and other companies, signature stunts from the pro riders, racing for sponsorships and daredevil tricks. The game rolls out a Career Mode and Freestyle Mode, and the wild ride comes tuned up with loads of secrets. The twisting and undulating courses conceal fun shortcuts and detours and lots of places to catch big air, and players can design their own courses with the game's Track Editor. The custom course mode and hidden passages are enough to set the game apart from the GCN's only other supercross game, Jeremy McGrath Supercross World from Acclaim, but MX Superfly soars even higher with the addition of Pizza Delivery, Moto-Slalom, Target Tag and eight other creative minigames. The down-and-dirty play control is pretty tight, and the easy-to-bust tricks shred and jam just like the sound track, which boasts killer cuts from Hoobastank, The Vandals, Del tha Funky Homosapien and others.

MX Superfly rides high with plenty of extras to keep supercross fans rollin'. For a racer, the game features plenty of places and plenty of ways to ride.





COMMENTS: **Andy**—The suspension preloading feature gives you total control of your jump height, which has been overlooked in other motocross games. **Chris**—The overall riding experience is really flat. I do like the course layouts quite a bit, though—the courses have a good vertical rise.

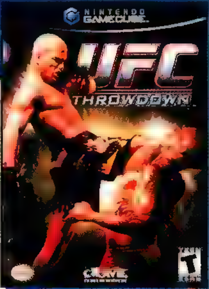
- THQ 6
- 1 to 4 players simultaneously
- 22 tracks

ANDY ★★★★
CHRIS ★★½
GEORGE ★★
JASON ★★★½
JENNI ★★★★

EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics

UFC THROWDOWN

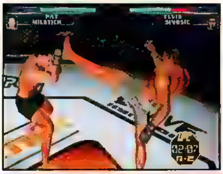
The Nintendo GameCube goes octagonal.

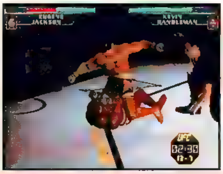


Enter the Octagon—the arena where brutal Ultimate Fighting Championship matches have gone down for almost a decade. In UFC Throwdown, Crave brings the all-out brawls to GCN, complete with its wide range of fighting styles (over 40) and punishing hand-to-hand combat. The bruiser stars over 25 authentic UFC fighters, including Tito Ortiz, Chuck Lidell and Jens Pulver, and the graphics make them look and move like the real deals. The button combos are easy to learn and master, so you'll be gettin' it on whether your discipline is kickboxing, karate, pit fighting or capoeira.

UFC fights are always one-on-one matches, but the game features Tournament Mode in which eight players can take turns competing to reach the championship bracket. The game throws down a fistful of other modes—Arcade, Champion, Legend, Exhibition, Career and Training.

Career Mode lets players build the best of the best for the UFC. You can customize a fighter by choosing a face, body type, outfit and voice from a bank of features. Once you've assigned a fighting style, you'll be able to pit your fighter against other pros to win points, which you can use to boost your attributes. The beat-'em-up action is true to the UFC, so it doesn't play like Tekken or other arcade fighters. Instead, you'll spend most of your time in the Octagon methodically grappling and exchanging blows, which makes the experience feel more like a wrestling game minus the over-the-top antics.





COMMENTS: **Jenni**—It's sorta quick and dirty, just like the actual UFC. **Andy**—It's realistic, but not immersive. **George**—As a two-player game, it can be a lot of fun. **Chris**—The game boils down to being able to knock the other guy on the ground and beat the tar out of him.

- Crave 5
- 1 to 2 players simultaneously
- Over 25 fighters

ANDY ★★★
CHRIS ★★
GEORGE ★★½
JASON ★★½
JENNI ★★★

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

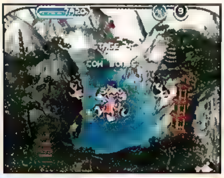
ZOOCUBE

Test your animal instincts with Acclaim's GCN exclusive.

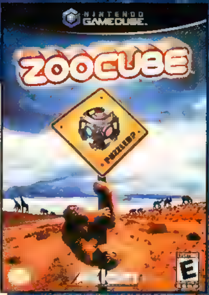
Acclaim is touting ZooCube as the first 3-D puzzle game created specifically for GCN, and that might be the game's main claim to fame since the breezy premise is fairly basic. Animals have been transformed into puzzle pieces and they'll fly in from all directions to your cube, which floats in the middle of the screen. As you pile pieces onto the sides of your cube, you must rotate the cube to catch matching pieces. To eliminate pieces, you must link a matching pair. If a chain of more than five mismatched animal blocks piles up on any side of your cube, you'll lose.

Because of its sheer simplicity, ZooCube is a better fit for casual puzzle gamers rather than seasoned Tetris fans. The puzzler should be especially appealing to younger gamers since the menagerie of puzzle pieces sounds like an out-of-control See 'n Say—the game blares out moos, chirps and growls whenever you make a match. Equally nice are the game's seven scenic settings, including the Mediterranean Sea and Arctic Ocean. The backdrops are stunning, but you'll wish it was possible to get a better look at things when you're playing the cramped four-player split-screen mode.

The challenge level of the match-'em-up Garanimals game play is more akin to a petting zoo than a jungle, but ZooCube's four play modes, use of power-ups and co-op and competitive multiplayer setups will keep things interesting.



COMMENTS: **Steven**—This has simple game play that's totally addictive. **Jenni**—You can do chains, but it just seems lackluster. It doesn't suck you in and gobble your time like other puzzle games do. **George**—It can be a lot of fun. **Jason**—There's nothing inherently tricky in the setup. You're just struggling to keep up with the quickening pace.



- Acclaim 2
- 1 to 4 players simultaneously
- 4 modes

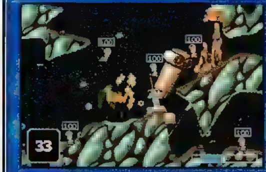
ALAN	★★
GEORGE	★★★½
JASON	★★½
JENNI	★★½
STEVEN	★★★

EVERYONE
E
CONTENT RATED BY ESRB

WORMS WORLD PARTY

- Ubi Soft/32 Megabits
- 1 to 4 players alternating

EVERYONE
E
CONTENT RATED BY ESRB
Violence



Unlike the GCN Worms game, World Party wriggles back to familiar territory. The classic turn-based combat formula works great on GBA, and up to four players can take turns blasting the rival worm armies into bait. Vibrant graphics, funny characters and strategic game play made the series a favorite, and the GBA game sports all of the same elements that'll keep players bombing and blasting for hours on end.

ALAN	★★★★½
CHRIS	★★★½
JASON	★★★
JENNI	★★★
STEVEN	★★★

THE PINBALL OF THE DEAD

- THQ/64 Megabits
- 1 player
- Multi-Pak Game Link

TEEN
T
CONTENT RATED BY ESRB
Animated Blood
Mild Violence

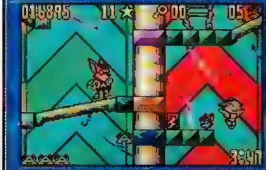
The latest incarnation of the House of the Dead series lets you blast zombies with pinballs instead of bullets. As the undead walk across the game's three boards, players must hit them with the ball. Excellent audio and creepy graphics highlight the full-tilt fun, and pinball wizards will be able to unlock hidden areas, point bonuses and boss levels. The game may be about the dead, but it breathes new life into pinball and the result is frighteningly fun.

ANDY	★★★★½
CHRIS	★★½
JASON	★★★
JENNI	★★★★★
STEVEN	★★★★★

AERO THE ACROBAT

- Metro3D/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



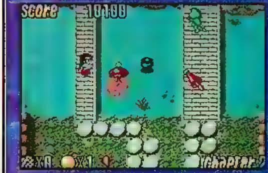
Whether you missed him the first time around back in 1993 on the Super NES or you're a fan of the original, platformer fans should seek out Aero the Acrobat. Metro3D's GBA update sends the batty circus star blasting out of cannons, bouncing off trampolines and hitching rides on roller coasters. The peppy action/adventure is fun to clown around with, and the great variety and level design make the big-top game big fun for fans of Sonic and Mario.

ANDY	★★★½
CHRIS	★★★★
JASON	★★★★
JENNI	★★★★
STEVEN	★★★★½

POCKY & ROCKY WITH BECKY

- Natsume/32 Megabits
- 1 player
- 7 levels

EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB



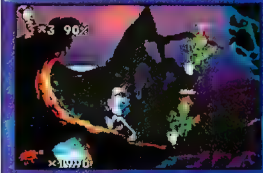
After two games on the Super NES, Natsume's Pocky and Rocky return in an action-packed top-down GBA game. The new adventure adds a third playable character, Becky, and all three have unique abilities. Excellent music underscores your seven-world journey as you explore the mazelike areas to uncover hidden power-ups that upgrade your attacks. Loaded with enemy-blasting action, the colorful action game is great for arcade fans.

ALAN	★★★½
ANDY	★★★
GEORGE	★★★½
JASON	★★★★½
JENNI	★★★★½

EARTHWORM JIM 2

- Majesco/64 Megabits
- 1 player
- 10 levels

EVERYONE
E
Violence
CONTENT RATED BY ESRB



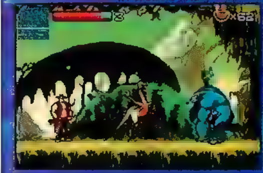
Believe it or snot, Majesco has dug up Earthworm Jim 2, one of the zaniest platformers from the heyday of the Super NES. All of the original game play that made EWJ2 a cult classic are back—so you can be cruel to cows, dodge falling grannies and use the Snott Swing to work your way across the game's creative layouts. The unpredictable caper is a loony bin full of variety, and it's a platformer that's worth going crazy over.

ALAN	★★
CHRIS	★½
JASON	★★★★
JENNI	★★★★
STEVEN	★★★½

KONG: THE ANIMATED SERIES

- BAM!/64 Megabits
- 1 player

EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB



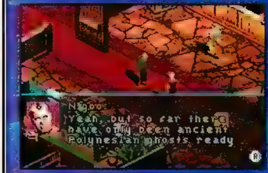
Based on the big ape's cartoon series, Kong sends players on a hairy platformer adventure. The objective-based action lets you play as Kong or Jason, and ape and man can merge into one. The graphics and sounds are nice, and the action can get mean. The lush environments are filled with jump-based action, item hunts and pesky enemies, but the layouts and play control aren't as tight or fine-tuned as you'd like them to be.

ALAN	★½
CHRIS	★★½
GEORGE	★½
JENNI	★★½
STEVEN	★★★½

SCOOBY-DOO!: THE MOTION PICTURE

- THQ/32 Megabits
- 1 player
- 4 minigames

EVERYONE
E
Comic Mischief
CONTENT RATED BY ESRB



N'goo: Yeah, but so far there have only been ancient Polynesian ghosts, ready

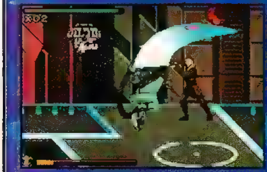
Play as Scooby, Shaggy and the rest of the gang in THQ's caper based on the movie. The isometric adventure sends you exploring a haunted hotel to interrogate nonplayer characters and uncover clues. Every member of the gang has a specialty, so you must juggle characters to crack the case. Along the way, you'll meddle with four minigame varieties, including an excellent rhythm game. Like, jinkies, it's groovy fun for gamers who like to explore.

CHRIS	★★★
GEORGE	★★
JASON	★★★
JENNI	★★★★
STEVEN	★★★★

STAR WARS EPISODE II: ATTACK OF THE CLONES

- THQ/64 Megabits
- 1 player
- 12 levels

EVERYONE
E
Violence
CONTENT RATED BY ESRB



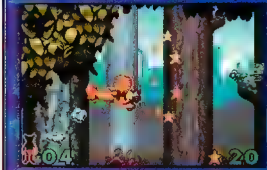
Feel the Force as you play as Anakin, Obi-Wan and Mace Windu in THQ's action game. On foot, you'll hack and slash your way through side-scrolling levels. Aboard a speeder, Republic Gunship and Jedi Starfighter, you'll blaze through first-person 3-D levels. The graphics and music are out of this world, but the play control can get as clunky as a malfunctioning droid. Fans of the films will get the most out of the game, especially its crisp movie stills.

ALAN	★★½
CHRIS	★★
GEORGE	★★½
JASON	★★½
STEVEN	★★★★

STUART LITTLE 2

- Activision/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB



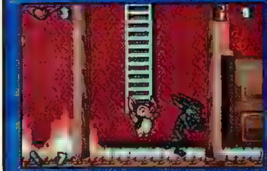
As the movie mouse, players will journey through gorgeous and vivid side-scrolling worlds, hopping and dodging enemies in a cheery, nonviolent adventure. The zigzagging layouts are fun to explore, and the game also features vehicle-based stages, such as a flight in a biplane. Zippy music, nice animation, multiplayer races and good variety highlight a rodent riot that'll have side-scroller fans of all ages scurrying to the game like a mouse to cheese.

ALAN	★★★★
ANDY	★★½
GEORGE	★★★
JASON	★★★½
JENNI	★★★½

GREMLINS: STRIPE VS. GIZMO

- DreamCatcher/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



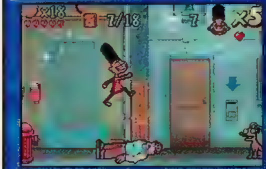
DreamCatcher's side-scroller treats gamers to sharp visuals and platformer mischief. Whether you're playing as Gizmo the mogwai or Stripe the gremlin, you'll journey through the same areas, but your abilities and collectibles will vary. The exciting level design is inspired, and the characters come armed with fun animations and an arsenal of user-friendly actions. To top it off, the game boasts Time Attack and Multiplayer Modes.

ANDY ★★★
CHRIS ★★½
GEORGE ★★★★
JASON ★★★★
[illegible] ★★★★

HEY ARNOLD! THE MOVIE

- THQ/32 Megabits
- 1 player
- 5 levels

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief



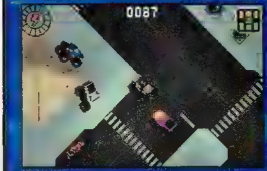
The kid with the football-shaped head from Nickelodeon touches down in his first video game ever. THQ's GBA side-scroller features bold cartoon-style graphics, and the basic platformer action is as easygoing as the cartoon series. Each of the game's five worlds contains four stages, and you'll be able to control Arnold, Gerald, Grandma or Grandpa to hop over baddies and collect items. It's simple fun for young fans of Arnold.

ANDY ★★★½
CHRIS ★★★
GEORGE ★★★
[illegible] ★★★
[illegible] ★★★

MONSTER JAM: MAXIMUM DESTRUCTION

- Ubi Soft/64 Megabits
- 1 player
- 8 courses

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



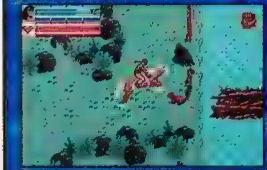
Shift into reckless driving action in Ubi Soft's monster truck melee. The top-down demolition derby rolls out 50 licensed trucks, including Spider-Man, Grave Digger and Wolverine. The metal-crunching mayhem is a blast to play since you must ram rivals and snag power-ups so you can assault opponents with guided missiles and other weapons. The game could benefit from a multiplayer mode, but the solo action is pretty smashing.

[illegible] ★★★
GEORGE ★★½
[illegible] ★★★
JENNI ★★★½
[illegible] ★★★★

SPIRIT: STALLION OF THE CIMARRON

- THQ/32 Megabits
- 1 Player

EVERYONE
E
CONTENT RATED BY ESRB



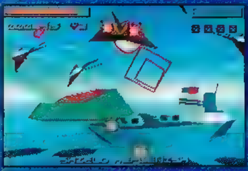
THQ trots out a mellow movie-inspired game that allows you to horse around with the Stallion of the Cimarron to gain its trust. Part of the game is like tending to a virtual pet—you must explore the areas to retrieve food, water and other treats to keep your horse's affection level high. When you've tamed your stallion, you'll be able to ride across obstacle courses and race it against other horses. It's immersive gaming that develops at a slow gallop.

[illegible] ★★
GEORGE ★★
JASON ★★
JENNI ★½
[illegible] ★★★½

STAR X

- BAM!/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



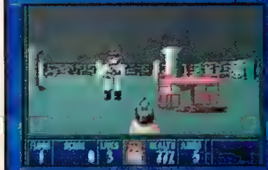
Fans of Star Fox will love BAM!'s superb 3-D polygonal space shooter. The arcade-style thrills are fast and intense, and they span nine worlds and 23 levels of dogfighting fun. The graphics are sharp and stylish, and every eye-popping area features countless targets to blast, weapon upgrades to swoop into and tricky areas to navigate. It's highly recommended for anyone who loves space shooters or Arwings.

CHRIS ★★½
GEORGE ★★½
JASON ★★★★
[illegible] ★★★★½
[illegible] ★★★

WOLFENSTEIN 3D

- BAM!/64 Megabits
- 1 player

MATURE
M
CONTENT RATED BY ESRB
Animated Blood
Violence



Before Doom and Duke Nukem there was Wolfenstein, and BAM! has brought the classic first-person shooter to GBA. The confusing maze of 3-D hallways and rooms rotates and scales smoothly, while the sound effects are crude and rough. It's not the sound that matters, though—it's the action, and the vicious game explodes with corridors of cross fire, big guns and bigger challenge that targets mature fans of trigger-happy action.

[illegible] ★★½
[illegible] ★★½
[illegible] ★★★
[illegible] ★★★
[illegible] ★★★★½

CASTING CALL

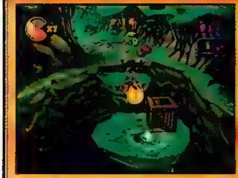
Write a brief review and include your rating in stars for a current game, then e-mail it to us at nowplaying@nintendo.com (please include your name and hometown). You can also rate games online—just search for them at www.nintendo.com and click on "Cast your vote." We'll print reader ratings and portions of constructive and insightful reviews in future Now Playing articles.

PAC-MAN WORLD 2

• Namco

EVERYONE E CONTENT RATED BY ESRB

Mild Violence



"If you're looking for a good, solid platformer, Namco has made a game to quench that desire. The levels are interesting with great graphics and wonderful sound. While there are several levels for every theme (forest, ice, volcano, etc.), each level has something different, original and fun—like a new game element (butane or saws coming out of trees) or a new enemy. PMW2 still has problems, though. The camera often gets in the way and the bosses are all the same."

—Eric

GUEST REVIEWER

Eric Feldman, Pembroke Pines, Florida

GUEST REVIEWER'S SCORE

ERIC ★★★½

see Now Playing p. [illegible] for more info

RESIDENT EVIL

• Capcom

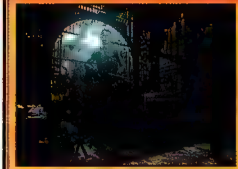
MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence

GUEST REVIEWERS

Lee Hossa, Toronto, Ontario

Michael Williams, Garden Grove, California



"All the characters look so detailed and the backgrounds look like pictures out of a book. Even if Resident Evil scares you, you won't be able to put this game down. The game draws you in so much that you will believe you're actually in a mansion filled with the undead."

—Lee

"Resident Evil is, first and foremost, drop-dead gorgeous. The high-polygon count models blend seamlessly with the high-detailed prerendered backdrops, and the audio is definitely up to par with the visuals—heavy on atmosphere with lots of voice acting. The ingenuity of the game layout, puzzles and monster placement is remarkable. Unfortunately, there isn't as much replay value as in RE2 for the N64, as there is only one slightly varying mission versus RE2's four more distinct missions and added bonus characters. I'd venture to say that the controls are better, though."

—Michael

GUEST REVIEWERS' SCORES

LEE ★★★★★

MICHAEL ★★★★★

see Now Playing p. [illegible] for more info

SPYHUNTER

• Midway

TEEN T CONTENT RATED BY ESRB

Violence

"SpyHunter is so fun, my parents had to drag me away from it because it was so addictive. The missions are tough, and the game rules. Sure, maybe the graphics don't reach GCN expectations and maybe the enemies will let themselves get run over by you, but the fun factor is huge. The weapon supply is great—more than the arcade version—and it's amazingly fun! I can't wait to try the GBA version!"

—Cam

GUEST REVIEWER

Cam Charron, Vancouver, British Columbia

GUEST REVIEWER'S SCORE

CAM ★★★★½

see Now Playing p. [illegible] for more info

SUPER MARIO WORLD: SUPER MARIO ADVANCE 2

• Nintendo

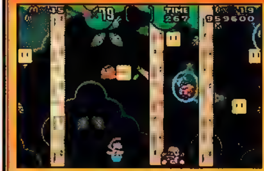
EVERYONE E CONTENT RATED BY ESRB

GUEST REVIEWERS

David Jang, Toronto, Ontario

Ashton Pittman, Kokomo, Mississippi

Robert Townsend, Burlington, North Dakota



"Super Mario World: Super Mario Advance 2 is an extraordinary remake of a classic from the early '90s. What the Super NES version lacked, this one makes up for. With its improved graphics, game play, sound and overall fun, it's one of the best handheld games of its genre. With the inclusion of actual voices, more sounds, multiplayer selection and the extra Mario Bros. Arcade, it's one of the best Game Boy Advance games to hit the market!"

—Ashton

GUEST REVIEWERS' SCORES

ASHTON ★★★★★

DAVID ★★★★★

ROBERT ★★★★★

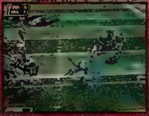
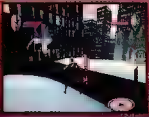
see Now Playing p. [illegible] for more info

"It is much better than the Super NES version, because of the Multi- and Single-Pak game play and the extra challenges. It has great music, not to mention intense game play and great graphics."

—Robert

"Super Mario World was one of the greatest games of all time for the Super NES, and it's back on the Game Boy Advance. The sequel to Mario Advance has the same vibrant graphics seen in the Super NES version, which is a good thing. The music from the old game is still intact, but slightly downgraded. The control layout is simple and allows for perfect control of Mario. And best of all, you get to control Luigi, complete with the funky jump he had in Mario Advance."

—David

DISNEY'S DONALD DUCK: GOIN' QUACKERS • Ubi Soft	GCN	Readers' Average Score at www.nintendo.com ★★★½		See Now Playing v.155 for more info	EVERYONE E CONTENT RATED BY ESRB	Mild Violence
LEGENDS OF WRESTLING • Acclaim	GCN	Readers' Average Score at www.nintendo.com ★★★★½		See Now Playing v.157 for more info	TEEN T CONTENT RATED BY ESRB	Blood Violence
NFL BLITZ 20-02 • Midway	GCN	Readers' Average Score at www.nintendo.com ★★★★½		See Now Playing v.156 for more info	EVERYONE E CONTENT RATED BY ESRB	Violence
SEGA SOCCER SLAM • Sega	GCN	Readers' Average Score at www.nintendo.com ★★★★		See Now Playing v.155 for more info	EVERYONE E CONTENT RATED BY ESRB	Mild Violence
SPIDER-MAN • Activision	GCN	Readers' Average Score at www.nintendo.com ★★★★★		See Now Playing v.157 for more info	EVERYONE E CONTENT RATED BY ESRB	Violence

KEY

GCN GBA GBC ◆7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN: RPG, SPORTS, STRATEGY, ADVENTURE, SHOOTER, RACING, PLATFORM, ARCADE, PUZZLE, FIGHTING

ANDY: ADVENTURE, SHOOTER, PLATFORM, PUZZLE, ARCADE, FIGHTING, RACING, SPORTS, RPG, STRATEGY

CHRIS: ADVENTURE, SPORTS, ARCADE, STRATEGY, SHOOTER, RPG, PUZZLE, RACING, PLATFORM, FIGHTING

GEORGE: STRATEGY, ADVENTURE, RPG, PUZZLE, SPORTS, ARCADE, PLATFORM, RACING, FIGHTING, SHOOTER

JASON: ADVENTURE, ARCADE, PUZZLE, PLATFORM, RACING, SHOOTER, RPG, FIGHTING, STRATEGY, SPORTS

JENNI: ADVENTURE, PUZZLE, FIGHTING, SHOOTER, PLATFORM, ARCADE, RPG, RACING, SPORTS, STRATEGY

SCOTT: STRATEGY, ADVENTURE, RPG, SPORTS, SHOOTER, PLATFORM, RACING, PUZZLE, ARCADE, FIGHTING

STEVEN: RPG, ADVENTURE, STRATEGY, SHOOTER, PLATFORM, ARCADE, PUZZLE, RACING, FIGHTING, SPORTS

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD eC	Early Childhood
EVERYONE E	Everyone
TEEN T	Teen (13+)
MATURE M	Mature (17+)
ADULTS ONLY AO	Adult (18+)
RATING PENDING RP	Rating Pending

To contact the ESRB, call 1-800-771-3772.

TOP GUN
COMBAT ZONES
ONLY THE BEST COME
EVERYONE
E
Violence
CONTENT RATED BY
ESRB
PlayStation 2
TITUS

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Smashing Drive
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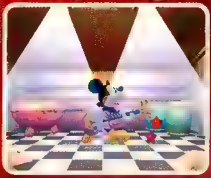


Who's the star of two big games for GCN and GBA? M-I-C-K-E-Y M-O-U-S-E! Join the Nintendo Power gang in August as we take a look at two upcoming games that feature the most famous mouse in the world.

Freekstyle

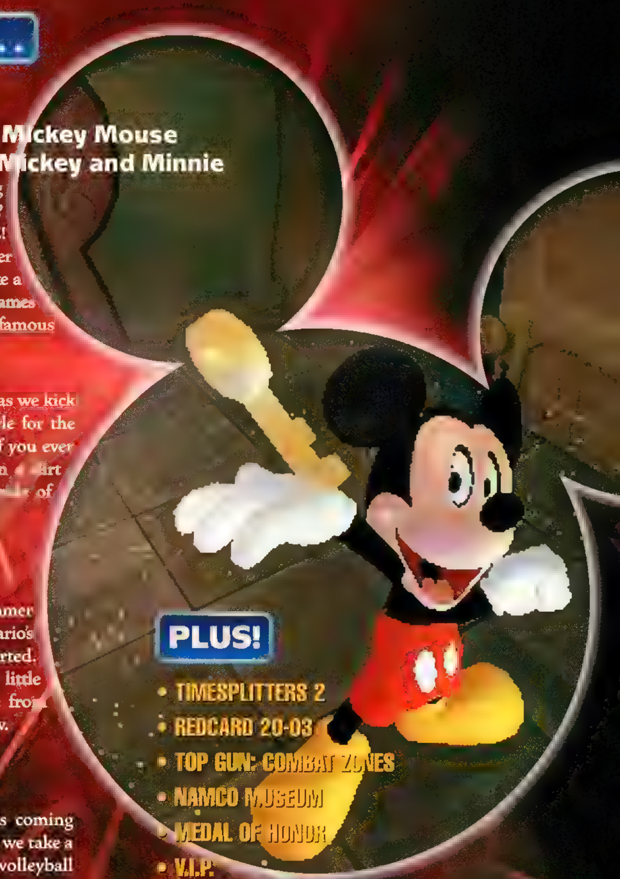
Be with us next month as we kick up the dirt on Freekstyle for the Nintendo GameCube. If you ever wanted to get tricky on a dirt bike, you're in for the ride of your life.

Super Mario Sunshine

This August, as your summer vacation winds down, Mario's will just be getting started. Get ready to soak up a little Super Mario Sunshine from NP's sunny sneak preview.

Beach Spikers

More fun in the sun is coming your way next month as we take a look at Sega's sandtastic volleyball game, Beach Spikers. Hot fun in the summertime!



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Volume 157 (Jun. '02): Lost Kingdoms, Bomberman Generation, Spider-Man (GCN), Legends of Wrestling, Medabots AX: Metabee and Rokusho Versions, Castlevania: Harmony of Dissonance, Mega Man Battle Network 2, Desert Strike Advance, Minority Report Preview, E^3 2002 Preview, DigiPen's Project: Fun.

Volume 156 (May '02): Spider-Man Preview (GCN), SpyHunter, Burnout, Tactics Ogre: The Knight of Lodis, Pocket Music, Game Developers Conference Special Report, Rayman Arena Preview, 2001 Nintendo Power Awards Winners, The Sports Reports (racing, football, basketball, soccer, baseball).

Volume 155 (Apr. '02): James Bond 007 in Agent under Fire, Pac-Man World 2, Crash Bandicoot: The Huge Adventure, Bloody Roar: [illegible] Breath of Fire II, Sega Soccer Slam, Gauntlet: Dar[illegible] Adventure 2: Battle Part 2, Dinotopia: The [illegible] Pirates Preview, Midway Preview, Dragon Ball Z: [illegible] of Goku Preview.

Volume 154 (Mar. '02): Sonic Adventure 2: Battle, NBA Street, 18-Wheeler: American Pro Trucker, Zone of the Enders: The Fist of Mars, Broken Sword: Shadow of the Templars, Super Mario World: Super Mario Advance 2 Part 2, Crash Bandicoot: The Huge Adventure Preview, Pac-Man World 2 Preview, Disney's Donald Duck: Goin' Quackers Preview, Sega Soccer Slam Preview, 2001 Nintendo Power Awards Nominations.

Volume 153 (Feb. '02): NBA Courtside 2002, Batman Vengeance (GCN), Cel Damage, ESPN International Winter Sports 2002, Smashing Drive, Dark Summit, Super Mario World: Super Mario Advance 2, NFL Quarterback Club 2002, Sonic Advance, Shantae, DigiPen Institute of Technology Special Report, Sonic Adventure 2: Battle Preview, Tom Clancy's Rainbow Six: Rogue Spear Preview.

Volume 152 (Jan. '02): Pikmin, Super Smash Bros. Melee, The Simpsons: Road Rage, FIFA Soccer 2002, Universal Studios Theme Parks Adventure (GCN), *Star Wars:* Jedi Power Battles, Nancy Drew: Message in a Haunted Mansion (GBA), Harry Potter and the Sorceror's Stone (GBC), Wave Race: Blue Storm Contest & Sweepstakes, NBA Courtside 2002 Preview.

Volume 151 (Dec. '01): Super Smash Bros. Melee, Dave Mirra Freestyle BMX 2, SSX Tricky, NHL Hitz 20-02 (GCN), Tony Hawk's Pro Skater 3 (GCN), Harry Potter and the Sorcerer's Stone (GBA), Disney's Donald Duck Advance, Golden Sun Part 2, Wendy: Every Witch Way, Pikmin Preview, Batman Vengeance Preview, Disney's Tarzan: Untamed Preview, Crazy Taxi Preview, Dragon Warrior Monsters Breeding Chart and Giveaway.

Volume 150 (Nov. '01): Luigi's Mansion, *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, Razor Freestyle Scooter, Wave Race: Blue Storm, Doom (GBA), Golden Sun, Wario Land 4, Nintendo Power 150th Anniversary Special, Super Smash Bros. Melee Preview, Harry Potter and the Sorcerer's Stone (GBA) Preview, Tekken (GBA) Preview.

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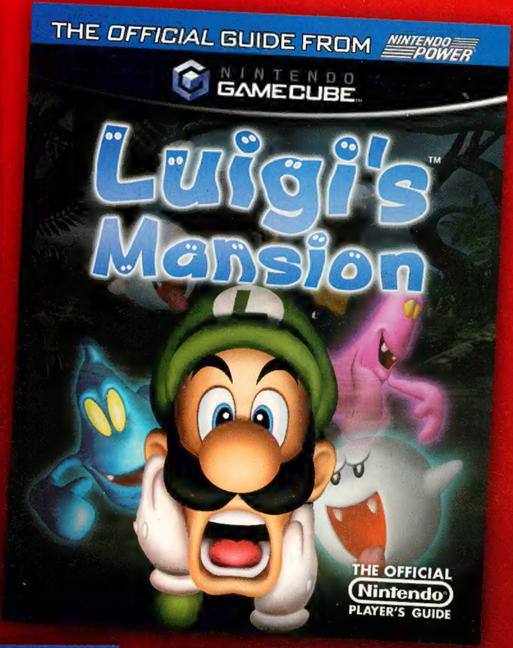
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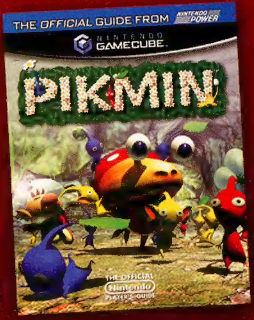
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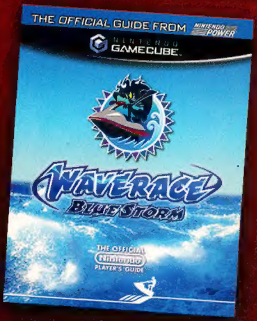
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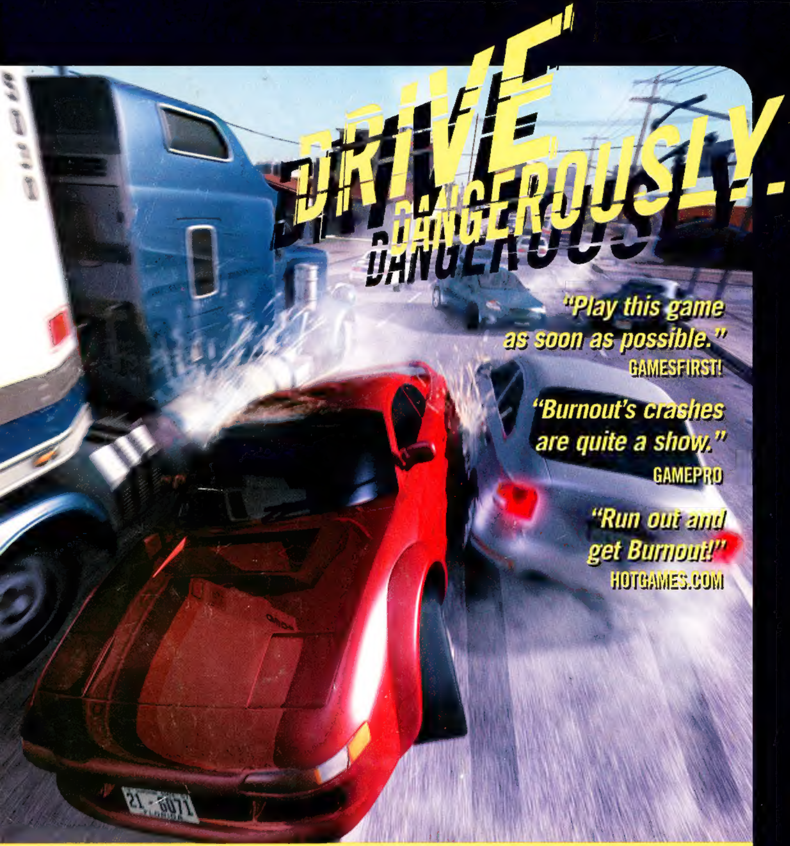
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